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ISSUE NINE

SONIC 2

Inside: the pictures Sega tried to stop! SegaPro readers see it first.

MEGA DRIVE

- Virgin Chuck up a new hero
- It's tough in Streets of Rage 2
- Castle of Illusion 2 revealed!

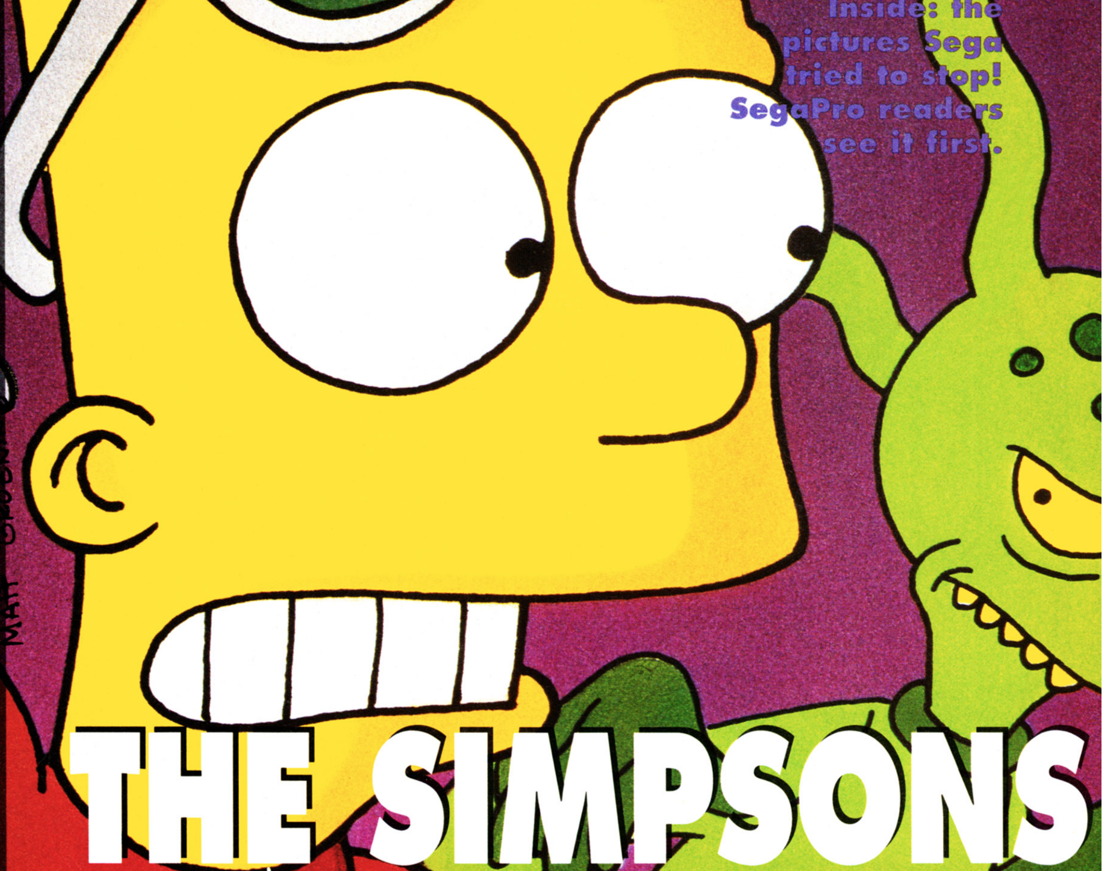
MASTER SYSTEM

- Domark's game is fit for a Prince
- Super Speedball sequel skids in
- Reach for the best with US Gold

SEGA
GAME GEAR

GAME GEAR

- The best ever Out Run game yet?
- Marbles in the palm of your hand
- Join the brave Crystal Warriors



THE SIMPSONS

Yo, SegaPro dudes! Exclusive review on all Sega formats inside

The Pros have the full story on Batman Returns inside!

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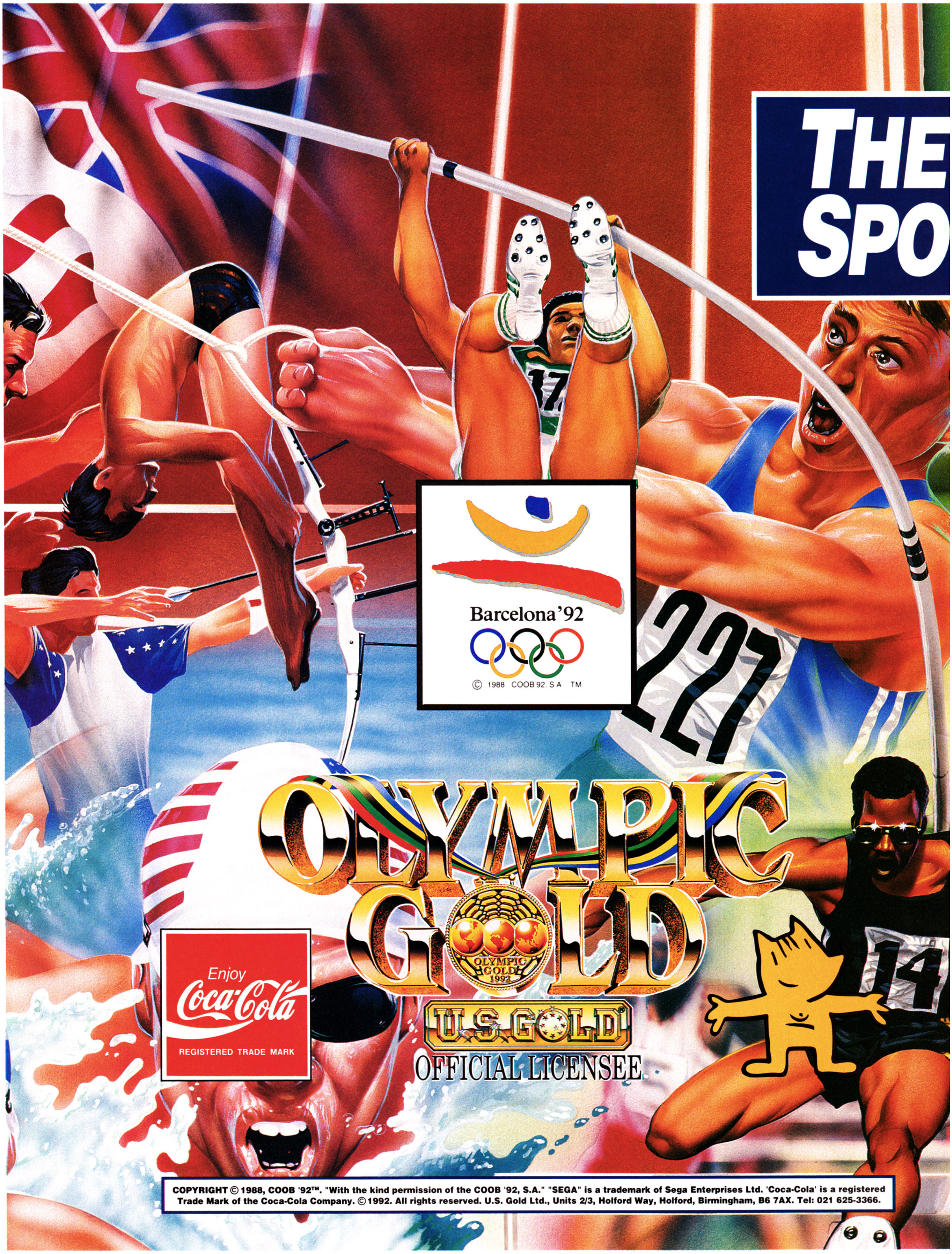
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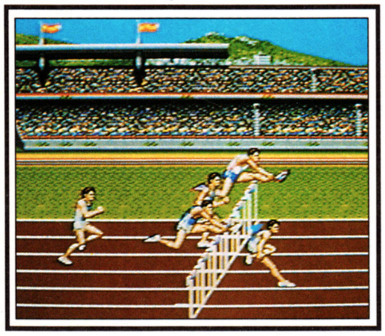
Mega Drive



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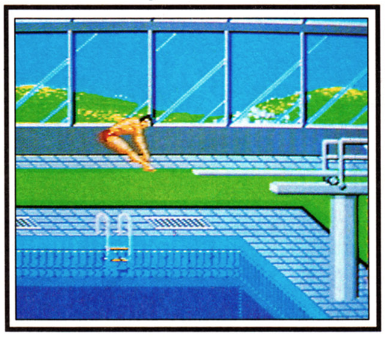
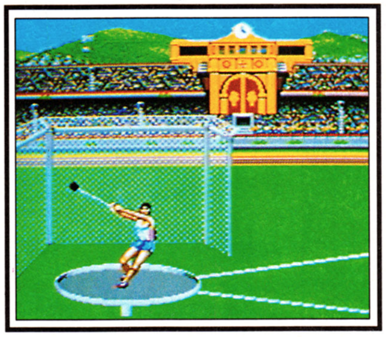


SPRINGBOARD DIVING

Mega Drive



HAMMER THROW

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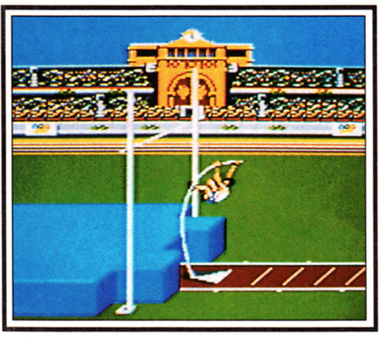
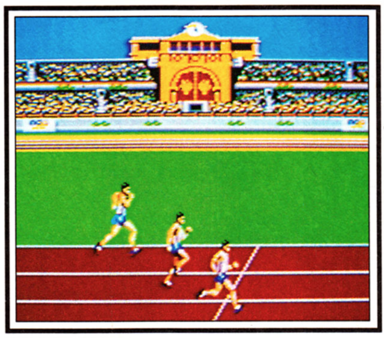


POLE VAULT

Master System/Game Gear



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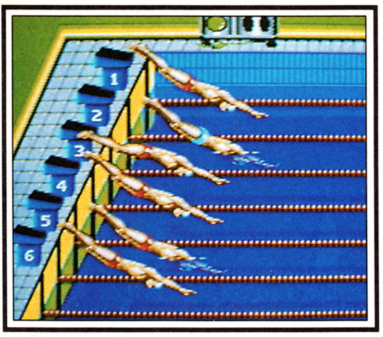
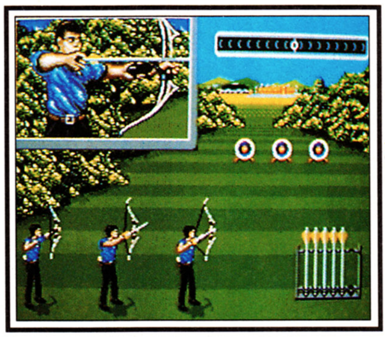
Mega Drive



200m FREESTYLE SWIMMING

Mega Drive



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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the console's specifications.

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PHONE: (0225) 765086
FAX: (0225) 777869

EDITOR
Dominic “friendly” Handy

GAMES EDITOR
Les “no attitude” Ellis

STAFF WRITERS
Damian “family car” Butt
James “freaky tops” Scullion

DESIGNER
Dave “only 19?” Perry

ADVERTISING & SALES
Andrew “New Yorker” Smales
Diana “hippy c hick” Monteiro

PRODUCTION MANAGER
Di “al” Tavener

PUBLISHER
Richard “banned!” Monteiro

SUBS/MAIL ORDER
Melanie “tanned” Turner
✆(0225) 765086

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Dominic for appreciating my valuable contribution towards the running of this magazine (Di).

DINGBATS MESSAGE
✶✣→✼✣ ★✯✶☆✪✧ ✶✯
✢✯✺✼✪✣★✯✺✶★✁

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Competitions: look, only those who are unconnected with our compos may enter. And, the guy at the top of the masthead's decision is completely and utterly Euro Cup final.

Exit: Complete this limerick (five lines!).
There was a Sega owner from Cheshunt,
Who had a yellow duck...

(There's a free cart awaiting the best entry sent to Exit Compo, SegaPro, 7a. Wicker Hill, Trowbridge, Wiltshire BA14 8JS.)

Final word: spaz!

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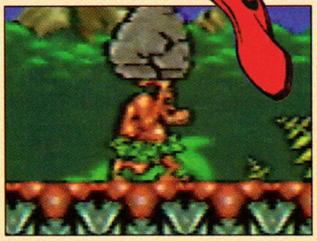
CES REPORT

A veritable wheel of fortunes was on show at America's top electronics show last month – and we were there... turn to page 18 now!



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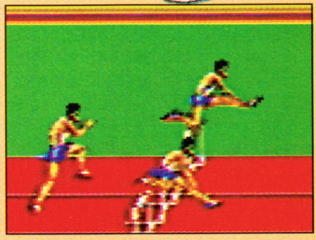
Prehistoric humour from Virgin.



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Just in time for Barcelona 92.

nts

SONIC 2

Not even the mighty hand of Sega could stop The Pros getting to *Sonic 2*... check out page 18 now!

ARE SLAM!

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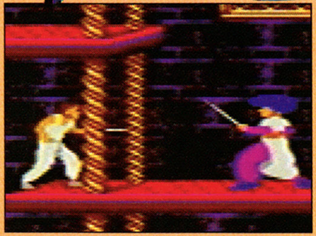

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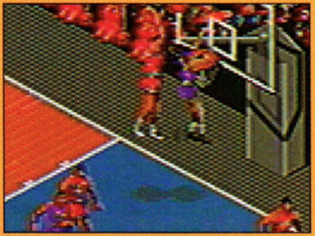
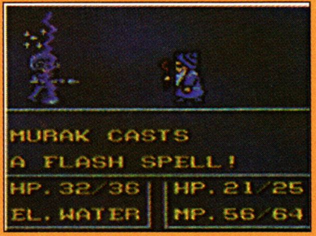
Best animation on the MS ever!



DAVE ROBINSON'S ..66

The greatest basketball game ever!



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A FLASH SPELL!
HP. 32/36 | HP. 21/25
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Put on your thinking cap.

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SOFTWARE SHOWDOWN

With Nintendo's Super NES just launched in the UK, Sega owners are starting to panic. In my opinion, the launch of a new machine can do nothing but GOOD for the games-playing public, as was evident at the recent Consumer Electronics Show in Chicago. While the sheer quantity of SNES product was admirably, anyone who actually played the games saw very little originality. Over on the Sega stand, however, Mega Drive developers had obviously realised the potential of the SNES and were starting to really push the Mega Drive in an attempt to stay one step ahead of the competition. Games like *Evander Holyfield, Batman Returns, Terminator 2* and the Sierra Mega-CD stuff really wowed the public, whereas only *Street Fighter 2* was impressive on the SNES.

Sega owners can rest easy. The arrival of the SNES just means that Mega Drive developers will work even harder and make breakthroughs quicker. In real gaming terms, the SNES will always be a year behind the Mega Drive, and by the time Nintendo catch up, Sega will have launched a new machine.

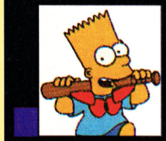
BRITAIN'S BIGGEST AND BEST-SELLING SEGA CONSOLE MAG
AMERICAN SHOW NEWS!
SEGA pro 2
MEGA DRIVE
MASTER SYSTEM
GAME GEAR
THE SIMPSONS
MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!

After last month's massive Simpsons poster, this issue we devote a four-page review to the all-formats game. Also arriving are great versions of *Chuck Rock, Prince of Persia, Olympic Gold, Dave Robinson's* and *Speedball 2.* Anyone who says the Mega Drive is under threat should look at these games!

Finally, apologies to anyone expecting a cover gift this month. We didn't think it was fair to make you pay extra for *every* issue of SegaPro. After all, it's the mag you *want* to pay for, not the cover gift you *have* to pay extra for. So we've put the money into producing the biggest Sega magazine around, with more review and tips pages than any other Sega magazine. Do your sums, you know it makes sense.

Dom Handy

THE SEGAPRO CREW



Dominic Handy – grief-giver
Fave game ever: Match Point (Spectrum)
Fave TV station: JSTV
Fave colour: purple
Fave pet: cat
Fave car: Ferrari Testarossa (black)
Fave clothing: T-shirt
Fave country: Japan
Fave transport: helicopter
Fave soft drink: Gini
Fave food: roast duck

Les Ellis – head game-getter
Fave game ever: Super Tennis (Super NES!)
Fave TV station: MTV
Fave colour: black
Fave pet: rat
Fave car: Any Ferrari
Fave clothing: jeans (tight!)
Fave country: USA
Fave transport: airplane
Fave soft drink: AmericanCoke
Fave food: chicken

Damian Butt – housewife's choice
Fave game ever: Great Escape (Spectrum)
Fave TV station: BBC2
Fave colour: blue
Fave pet: Kate
Fave car: Lotus Turbo Esprit SE
Fave clothing: T-shirt
Fave country: America
Fave transport: see fave car
Fave soft drink: Coke
Fave food: crispy aromatic duck

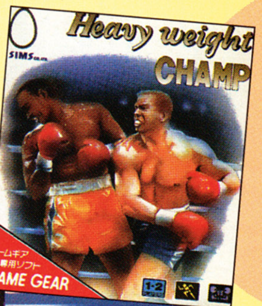
James Scullion – vegetarian consultant
Fave game ever: Vroom (Amiga)
Fave TV station: HTV Night-time
Fave colour: red
Fave pet: skunk
Fave car: Trans-Am
Fave clothing: hooded tops
Fave country: West Indies
Fave transport: motorcycle
Fave soft drink: Quattro
Fave food: lentils

Dave Perry – slap down man
Fave game ever: Player Manager (Amiga)
Fave TV station: Zoo TV(!)
Fave colour: black
Fave pet: crocodile
Fave car: MG Midget
Fave clothing: white T-shirt
Fave country: Australia
Fave transport: horse
Fave soft drink: vanilla milkshake
Fave food: spaghetti bolognese

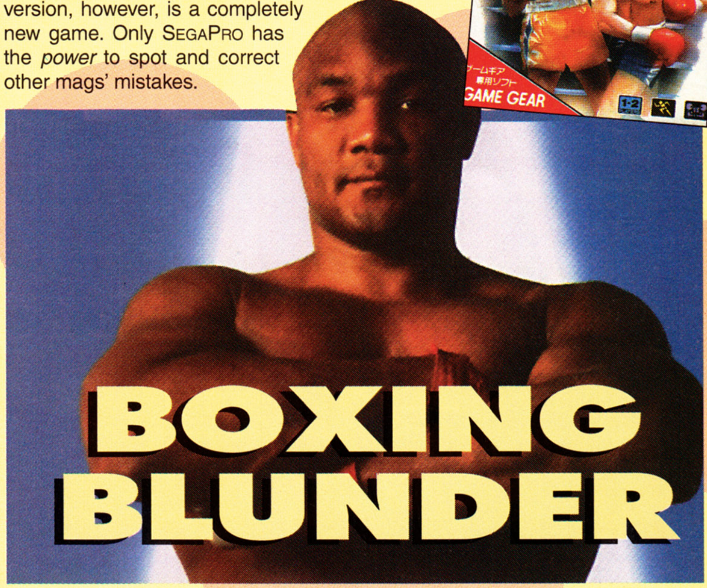
Richard Monteiro – moneybags
Fave game ever: Fruity Frank (Amstrad)
Fave TV station: Filmnet (late night!)
Fave colour: blue
Fave pet: turtle
Fave car: Porsche 911 Carrera
Fave clothing: jeans
Fave country: America
Fave transport: jetski
Fave soft drink: Rio (tropical)
Fave food: Japanese

MATT GROENING

BOXING BLUNDER



Contrary to the reports from some lesser magazines, the soon-to-be-released *George Foreman Boxing* (Master System and Game Gear) from Flying Edge is exactly the same piece of software as the already released *Heavyweight Champ*. Due to this administrative error, release dates are being held back while a re-think occurs. The Mega Drive version, however, is a completely new game. Only SegaPro has the *power* to spot and correct other mags' mistakes.



DROP 'EM, BLOSSOM

The American 16-bit war rages on with the news that both Sega and Nintendo have once again dropped the prices of their flagship machines, the Genesis (Mega Drive over here in Blighty!) and SNES.

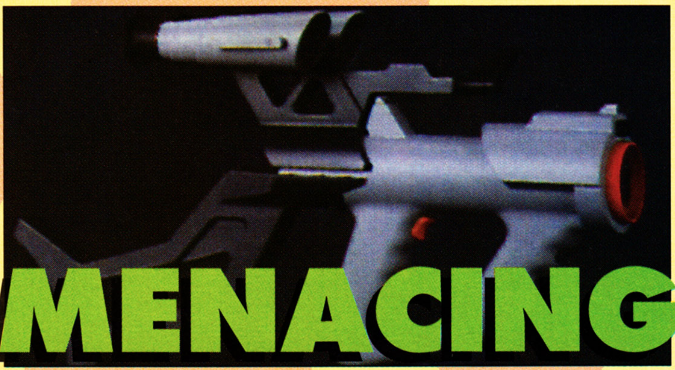
Sega led the way with the news that the Genesis could now be bought for $129. The very next day Nintendo announced a $30 drop to $149 for the SNES, proving that although Nintendo are winning the 8-bit battle, Sega are clearly dominating the 16-bit market, even though their distribution is less widespread. Just to prove this, Sega say that they are doubling last year's sales, with turnover figures of $1.6 billion, and yearly profits of $106 million!

Rumours abound concerning price cuts in the European market but remain only rumours, although both the UK Mega Drive and Master System packages have been revamped. The new bundles include this year's topical licence *Olympic Gold* and will sell for £129.95.

● *For latest US prices, check out the CES*

PRODATES

6/92	*Bulls vs Lakers* (MD)	USA
6/92	*Dungeons & Dragons* (MD)	USA
6/92	*Gadget Twins* (MD)	USA
6/92	*Jesse "The Body" Ventura Wrestling* (MD)	USA
6/92	*Lemmings* (MD)	USA
6/92	*Top Pro Golf* (MD)	Japan
6/92	*Thunder Storm* (CD)	Japan
6/92	*Rampart* (MD)	Japan
6/92	*Dave Robinson's Basketball* (MD)	USA
6/92	*Splatterhouse 2* (MD)	USA
5/6/92	*Grand Slam* (MD)	Japan
12/6/92	*Lunar: The Silver Star* (MD)	Japan
19/6/92	*Speedball 2* (MD)	Japan
25/6/92	*Royal Blood* (MD)	Japan
26/6/92	*Combat King Colossus* (MD)	Japan
26/6/92	*Paperboy* (MD)	Japan
7/92	*King Salmon* (MD)	USA
7/92	*Grey Lancer* (MD)	Japan
7/92	*Thunder Force IV* (MD)	Japan
10/7/92	*Red Hot Ball Player* (MD)	Japan
14/6/92	*David Robinson's Basketball* (MD)	Japan
16/7/92	SegaPro#10 on sale	UK



MENACING LIGHT GUN

In response to Nintendo's SuperScope, Sega have released a truly awesome laser-bazooka. Mario lovers everywhere will shrivel up in abject fear when they set their peepers on this baby! Entitled The Menacer, it has three interlocking pieces which can be configured in seven radically-different formations. Available in the US later this year, the package comes complete with a multi-game cart specially designed for it and will retail for $59.99 (around £30). A European launch date and price is still being discussed, but have no fear, SegaPro will keep you posted!

SEGA SPONSORS

sSega Europe will definitely be the official video games sponsors of this year's European Football Championship. The deal is reputed to have cost around £2 million in sponsorship, airtime and behind-the-scenes support. In this first-of-its-kind coup, Sega will be supplying the team with 20 Game Gears for the duration of the soccer. Ace striker Gary Lineker enthuses: "I've been playing *World Cup Italia '90* and am now in training for the European Championship in Sweden with *Champions of Europe* – Sega helps get me in shape for the real thing!" Important footy ProDates are as follows:

Sunday 21 June	19.15	**Semi-Final**	Stockholm
Monday 22 June	19.15	**Semi-Final**	Goteborg
Friday 26 June	19.15	**Final (Live)**	Goteborg

DIAMOND BADGES COKE

To commemorate the XXVth Olympic Games, their sponsor this year, Coca-Cola, have launched a fabbo range of multi-coloured, multi-cultural pin badges. Elegantly crafted in enamelled metal, the 22 badges depict the original artwork of every modern Olympiad since 1896.

Dominik "GamesMaster" Diamond has already collected the whole set, and thinks "the badges are fantastic, and just think, in a year or two they might be worth a fortune!" Canny Scotsman, eh?

Several of the badges feature in the latest Coca-Cola promotion, and the offer also includes T-shirts, baseball caps and the chance of a fantastic holiday to the host city, Barcelona. See you there!

Enjoy
Coca-Cola

DELAYS

- Grandslam's movie licence of the fabulously violent *Die Hard* has sadly been indefinitely postponed. The reason is that Sega themselves weren't too happy with the game as it stood, and have asked to see some alterations before they'll allow its release. The same also applies to Virgin's *Tin Tin on the Moon* licence, which has been put back to January 1993.
- Due to the old "factors beyond our control" excuse, Gametek have slightly delayed a few of their titles. This means that *Wheel of Fortune* on the Mega Drive and Game Gear will now both be released in July in the the US. A UK release will follow shortly with the titles appearing under either the Gametek or Mirage label. The rearranged dates for their other titles sees *Humans* coming out in September and *Jeopardy* and *American Gladiators* coming out in October. *Gadget Twins* will be slotted in between them but no date has been set. All of these titles were developed here in the UK by Imagitek Designs.
- Finally, the ace warlord sim *Powermonger* will be conquering software retailers near you this November.

SONIC 2 IS HERE!

A world-wide advertising campaign has been set for one of the most eagerly-awaited games yet! *Sonic 2* has a release date of November 24 for all Sega formats when one million carts will hit Europe. Sega of America are trying to push an even earlier date than this, but to deter grey importing their headstart will be a maximum of one week. The countdown has start-

FAST FIRST

The Federation Against Software Theft (FAST) have just achieved their first conviction against Sega and Nintendo software piracy. Rhine Enterprises of Tottenham Court Road, London, were found guilty of selling counterfeit cartridges complete with Sega/Nintendo logos!

Although the fine was only a paltry £500 plus costs, this is quite a breakthrough, being "the first charges brought under Section 300" – whatever that is. Still, hooray for FAST! And hooray for lower software prices (hopefully)!

PROCHARTS

MEGA DRIVE

1	1	Desert Strike	92%
2	4	EA Hockey	91%
3	RE	PGA Tour Golf	NR%
4	8	Rolling Thunder 2	91%
5	NE	Wonder Boy in Monster World	NR%
6	NE	Krusty's Fun House	NR%
7	6	Pit-Fighter	95%
8	NE	Arch Rivals	80%
9	5	Kid Chameleon	89%
10	RE	Hellfire	NR%

MASTER SYSTEM

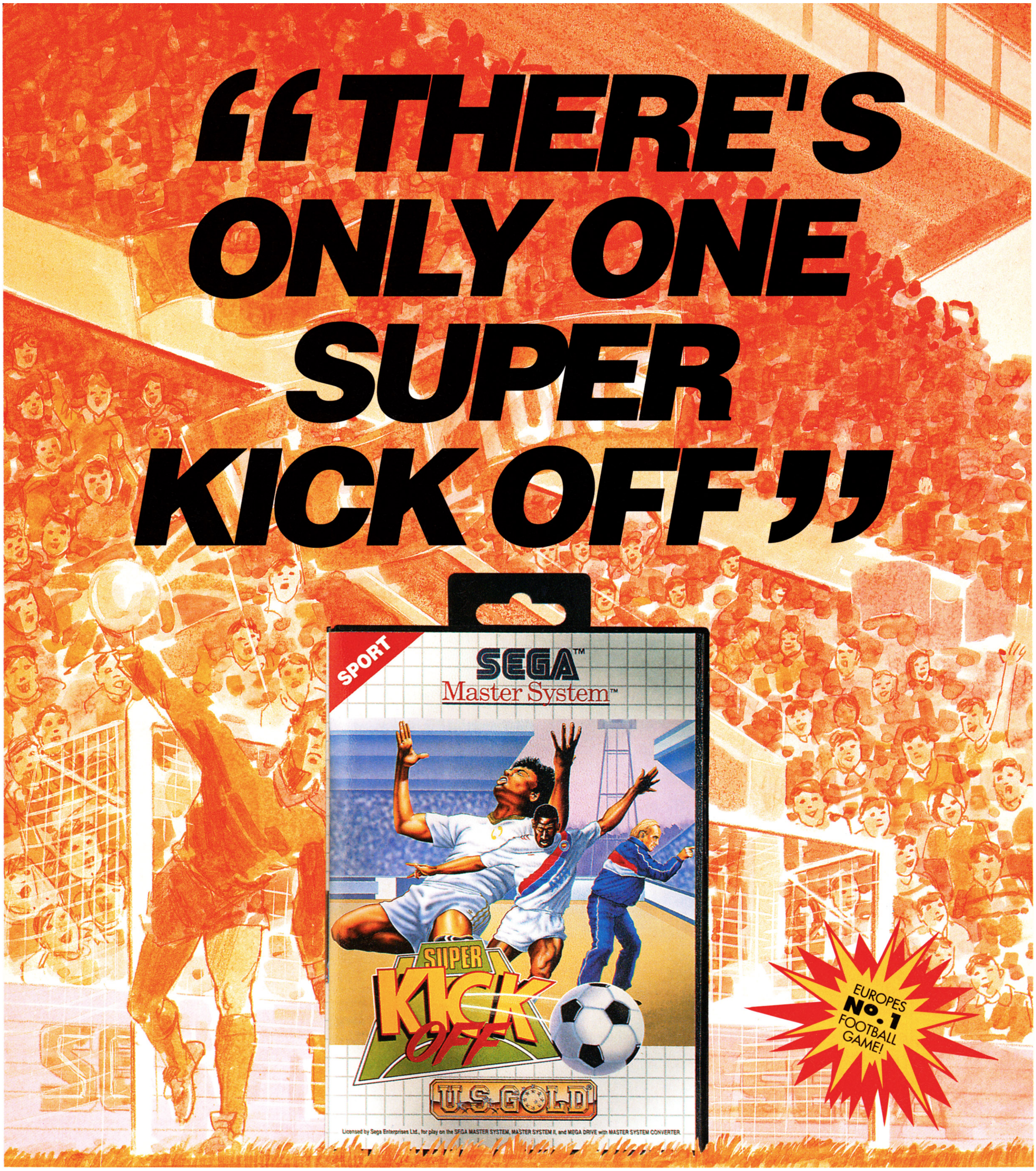
1	1	Asterix	90%
2	9	Wonder Boy III	97%
3	3	The Lucky Dime Caper	94%
4	6	Super Kick Off	90%
5	NE	World Soccer	NR%
6	4	Castle of Illusion	93%
7	5	Ghouls 'n' Ghosts	90%
8	NE	Champions of Europe	92%
9	2	Sonic the Hedgehog	96%
10	NE	Super Monaco GP II	NR%

GAME GEAR

1	RE	World Class Leaderboard	81%
2	4	The Lucky Dime Caper	90%
3	NE	Spider-Man vs The Kingpin	92%
4	NE	Super Kick Off	NR%
5	RE	Castle of Illusion	NR%
6	2	Sonic the Hedgehog	96%
7	8	Ninja Gaiden	71%
8	NE	George Foreman Boxing	NR%
9	NE	Woody Pop	86%
10	7	Halley Wars	94%

A thousand thanks this month to both Kingbit Games and TV Games, without whose help this month's charts wouldn't have been possible.

TV GAMES STOP PRESS...NEW SHOP OPENING IN PURLEY...SEE ADVERT ON PAGE 27 TV GAMES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Whispers...

Psstttt! First whisper this month is the staggering news that MicroProse are now working on a Mega Drive conversion of their groundbreakingly superb *Formula One GP*.

Next up, some more good news. *Heroquest, Gunship* and *Alien* will all be appearing across the formats next year. *Godfather III* (a year late, so far!) will absolutely definitely be out in December (but US Gold aren't saying which December!).

Still in next year, Domark have the superb flight simulator *MiG-29* scheduled for release in April

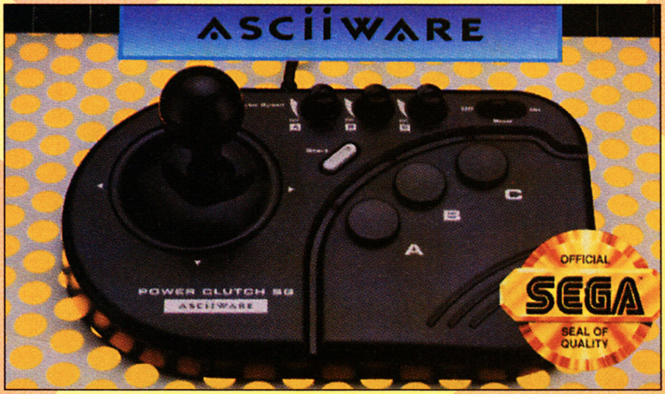
Ayrton Senna Super Monaco GP 2 will hit the streets soon with a price tag of about £50. Updates to the original are minimal, so watch out!

Wing Commander, a shoot-'em-up with spectacular visuals, is expected in October. Game Gear owners will be pleased to hear of the sequel to *Shinobi* appearing soon, it's to be called *GG Shinobi 2* (surprisingly enough!).

With the surfeit of mediocre basketball games around, sports fans should be delighted to hear of Electronic Arts' latest entry into their EASN range, entitled *EA World Basketball*!

Whoopee-doo for *Streets of Rage 2*. It's definitely on the cards for Mega Drive owners, as is *Revenge of Shinobi 2*. Liverpool-based graphics supremos Psygnosis may have their very-own Sega license. Previously they published through Electronic Arts, but have decided to go it alone, so good luck lads. A strong contender for their first product is the long-awaited *Lemmings 2*!

And finally a whisper that *Golden Axe 3* will be coming out soon. Let's hope it's suitably different from the first two!



STICK IT TO 'EM!

The latest joystick to hit the SEGAPRO offices is entitled the Power Clutch SG from Ascii Entertainment. Similar in design to the Arcade Power Stick from Sega, the Power Clutch is about two thirds the length and one third the height. Both stick and button action is far smoother on the Power Clutch, and it also has the added extra of a turbo dial for each of the three buttons, giving you a maximum of 28 shots per second. Other features include a slomo switch and super non-slip base. It performs superbly with all styles of gameplay, costs £35, and has taken pride of place on the Mega Drive this month.

We received our Power Clutch from fledgling Steve Hudson of the virginal Game World, Unit 54, Trading World, 131 Broadway, Bexley Heath, Kent DA6 7HF. Tel: (081) 2980226. They've only been open since March 5, and with them stocking such quality merchandise as this, deserve all your patronage if you live in the area.

DOMARK SEGA SUCCESS

Those chillin' dudes over at Domark are predicting their sales of Sega cartridges to reach over 2,000,000 units across Europe. This, they say, is before the real selling season even begins! Included within this estimate is the forecast for US publishing house Tengen, which Domark handle in Europe. Eight Tengen titles are already out, with more to follow, including *Pit-Fighter* (MD), *Super Space Invaders* (MS, GG) and *Prince of Persia* (MS, GG). A TV advertising campaign is also expected in the run-up to Christmas.

WON, WINNING, WIN.

WONDERMEGA

(SEGAPRO)

Lots of happy people this month, beginning with **Philip Hambling** of High Wycombe, Bucks. He's gonna think Christmas came early this year when he feasts his peepers on the WonderMega he's just won. We'll be in touch, Phil.

I'M GOING BALLISTIC

(Ballistic)

More people got these questions wrong than right. The correct answers were as follows:

1)B
2)C
3)A

Copies of *Double Dragon* are on their way to **Martin Jacques** of Southgate, **Simon Taylor** of Perthshire, **David Tutton** of Middlesex, **Mark Tomkins**, also of Middlesex, and **James Lenderyou** of West Yorks. Hai-yaa!

The *Test Drive II* winners are **Julian Blake** of East Sussex, **Michael Counter** of Truro, **Christopher Williams** of Glasgow, **Duncan Sinclair** of Ely and **Andrew Cheung** of Lancs. Vroom, vroom, guys!

Five framed prints of Ballistic artwork are speeding their way to **Chris Johnstone** of Wishaw, Scotland, **Adrian Twelvetree** of Northants, **Anthony Appleton** of Gravesend, **Jody Pla** of Maidstone and **Gary Hewitt** of Derby. Super, darlings!

Trendy Ballistic T-shirts are soon to be adorning the bodies of **David Rose** of Suffolk, **Christian Van Tiliburg** of Carlisle, **Keith Earwicker** of West Sussex, **Carlton Senior** of Middlesex, **Barry Gibbons** of Salford, **Richard McDermott** of Lincs, **Andrew Morton** of Cheshire, **S Hall** of Norfolk, **Christopher Little** of Preston, and, finally, wait for it, **Gary Hewitt** of Derby.

Well done to one and all, and thanks to Ballistic for these great prizes.

If you are named above and haven't received your prize by the time the next issue of SegaPro's out, give Di "it's in the post" Tavener a buzz on (0225) 765086.

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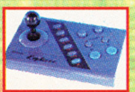

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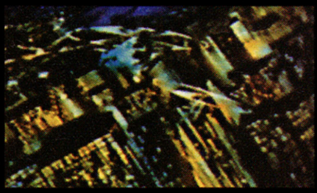
NEWS FROM JAPAN

STORM IN A TEA CUP

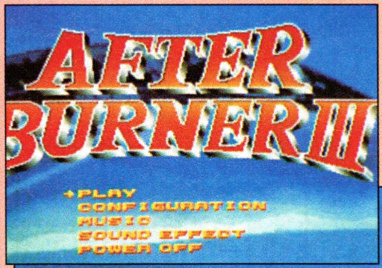
Thunder Storm was a laser disc game originally released in the arcades way back in 1984. Now, eight years later, Wolf Team have converted it to utilise the awesome power of the Mega-CD. You have to pilot a combat helicopter involved in the toughest combat possible, weaving your way through a sea of enemy planes and choppers to the enemy headquarters.

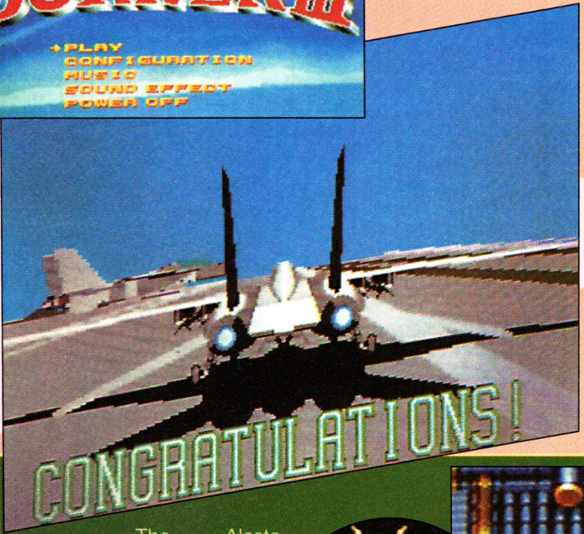


The introductory animation lasts for 25 solid minutes and was produced by professional animators using 10,000 still pictures. The screen updates at a rate of six full pictures a second in the game, and is constantly accessing the compact disc for data. *Thunder Storm* is still the working title, but whatever it's called you won't be able to forget these amazing screenshots. Look out for this visual feast at the end of June.

THIRD TIME LUCKY

The third incarnation of the smash Sega coin-op *After Burner* is set to hit the Mega-CD in Japan. The clever folks behind this project are a company called CSK, well known in Japan for their CD games on the FM Towns super PC.

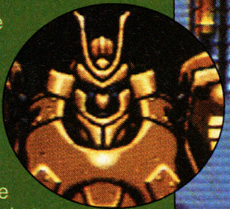


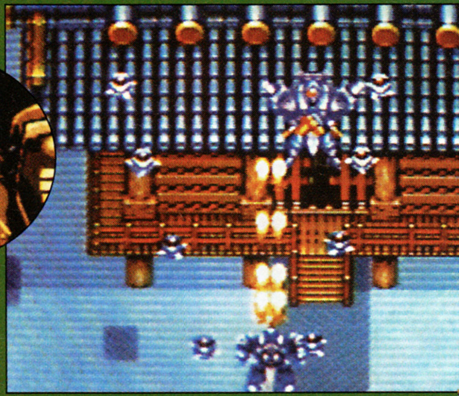


The main change between this and the other versions of *After Burner*, apart from the improved graphics and sound, is that the action is viewed from inside the cockpit of your super fighter, making a change from the behind-the-plane view of other versions. The graphics have been completely revamped too, with a new polygon system generating solid 3-D objects (a bit like *Hard Drivin'*).

After Burner III also has a couple of interesting features. First is the automatic aiming device. Whenever a plane or other target comes onscreen, your sights will automatically lock onto it and your HUD will tell you when to fire. A dogfighting system has been included in this version as well; when an enemy plane approaches you from behind the screen changes to a view of your plane from the enemy cockpit.

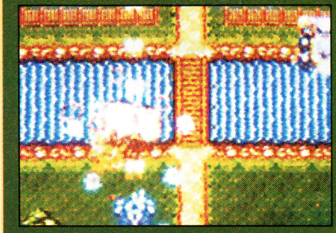
After Burner III doesn't seem to offer much different from the other versions and just seems to be a rehash of an old game with fancy graphics and an all-new CD soundtrack. But you'll be able to find out for yourself in August.





The Aleste series of games has taken an all new twist with the Mega-CD conversion. The latest game is set way back in the 16th century. *Dennin* (which stands for Electric Ninja) *Aleste* is still going to be your normal shooting game, but will be set among the feuding warlords of old Japan who are battling for total supremacy.

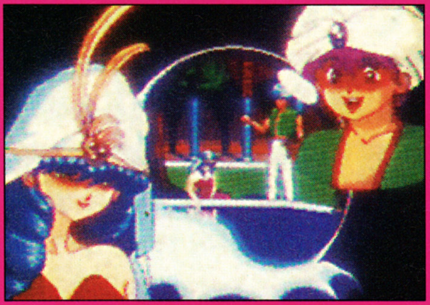
The man guy, Dennin Aleste, is totally tough robot, powered by electricity (hence the name). Dennin is also equipped with weapons that can be added to and powered up, just like every other shoot-'em-up.



As we have come to expect from a Mega-CD game, the opening sequence features breathtaking graphics and sound to create an atmosphere steeped in history. You form part of the White Fang Ninja Force, set up to defeat the surviving warlords in Japan. As you can see from these pictures, the graphics aren't all that different from other Mega Drive blasters. *Dennin Aleste* (or *Nobunaga and his Ninja Force* as it is also known) is set to be released in August.

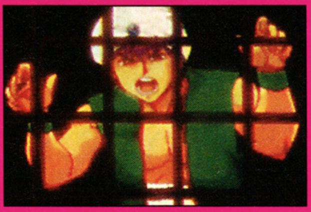
ALESTE GETS OLDER

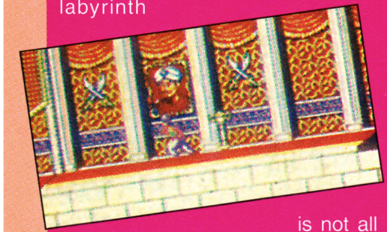
A PRINCELY GAME

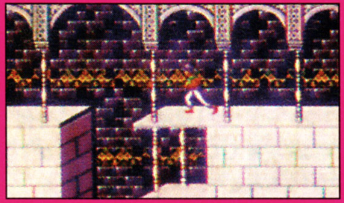


Prince of Persia is a game set to rule on all formats. Domark's Master System game is all ready to hits the streets next month, the Game Gear version should follow it, and now, from JVC in Japan, we have news of a breathtaking Mega-CD version.

A Persian prince has entered a huge labyrinth to rescue an imprisoned princess. Of course, this labyrinth is not all simple smooth passages, it is infested with traps and puzzles that will need to be worked out before progress can be made.

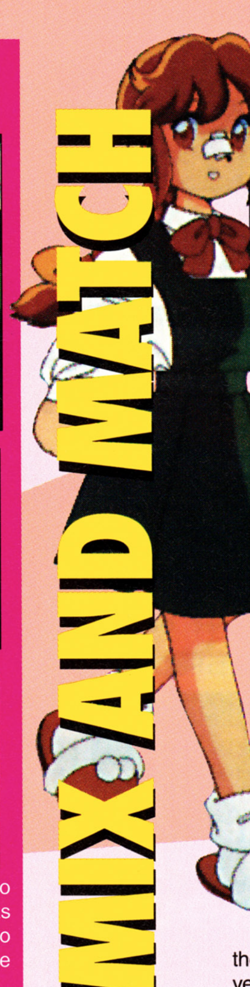


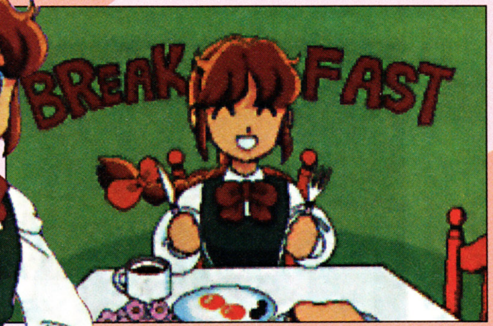




The outstanding feature of the previous computer versions of *Prince of Persia* has always been the superb animation. For this version the programmers have used a video recording of detailed human movement to get the animation as close as possible to real-life. There are also some animated story-telling scenes to break up the action, making the game fun to watch as well as play. The Mega-CD version of *Prince of Persia* is due out in July.

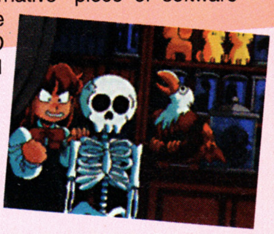
MIX AND MATCH



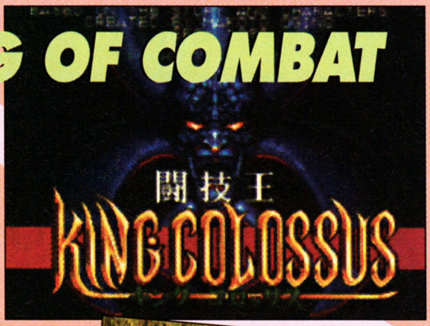


Yumi Mix is being heralded as an innovative interactive comic. The game consists mostly of dialogue and animation both provided by actors. It's basically an adventure game where you select your commands to suit the onscreen action. There are several endings so whatever you do will affect the outcome of the game. The characters all have their own personality, just like the comic they are based on.

Game Arts, the publishers, are waiting for *Lunar: The Silver Star* (another strange bit of software) to go on sale before they release this "alternative" piece of software on the Mega-CD as they feel buyers may not be quite ready for it yet, hence there is no release date as yet.

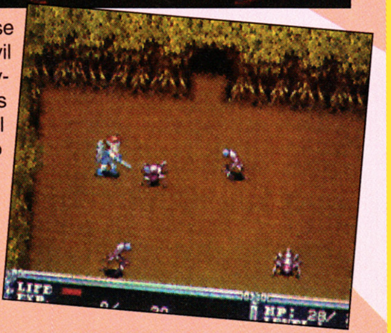


THE KING OF COMBAT

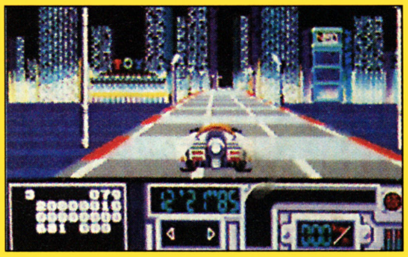


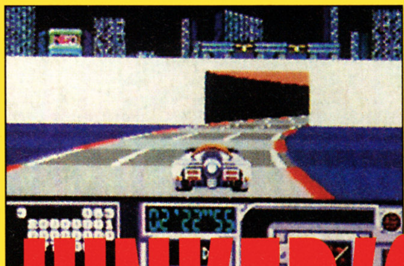
Combat King Colossus on the Mega Drive has been on the books for ages, but only now are full details being revealed. It is an action RPG (surely a contradiction in terms?) and is being worked on by a famous Japanese cartoonist called Ogino.

You control a small boy under the guiding influence of a wise old man. This youngster battles evil creatures and speaks to the many travellers he meets. He eventually grows up into a man of great physical strength and intelligence. He also finds out that the insignia he has on his hand is no birth mark, it is the mark of a fighting slave – from there his troubles really begin. The main aim of the game is to establish just exactly who the boy is, what is his true identity?



The game is viewed from an above and behind angle. Your tactics will need to be as sharp as ever as the play area is littered with traps just waiting for you to walk into them. *Combat King Colossus* is released in Japan on the 26th June.





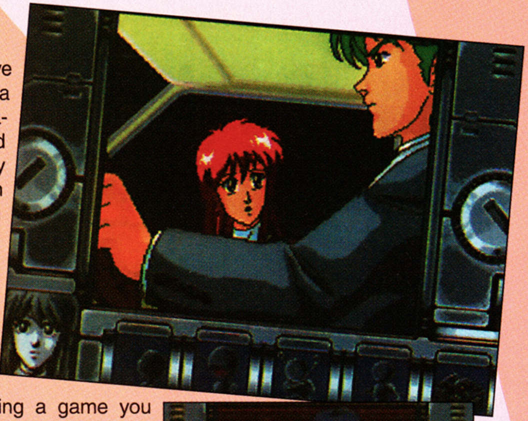
Remember *Out Run*? Well now imagine it 20 years into the future, and you have Sims' *Junker's High*. The latest Mega Drive racer is resplendent in full 3-D, as young drivers pit their wits against each other. Each driver has his own cybernetic car and must race through the elevated platforms of Dome City. Each circuit is not only packed with aggressive opponents, but also numerous obstacles for you to avoid. This is one of just a few Mega Drive racing games to actually fill 8Mbits, and should be out in Japan in August.

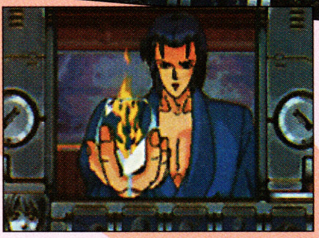
JUNKER'S HIGH

Hence the good sigh.

NEWS FROM JAPAN

DAPS THE WAY TO DO IT

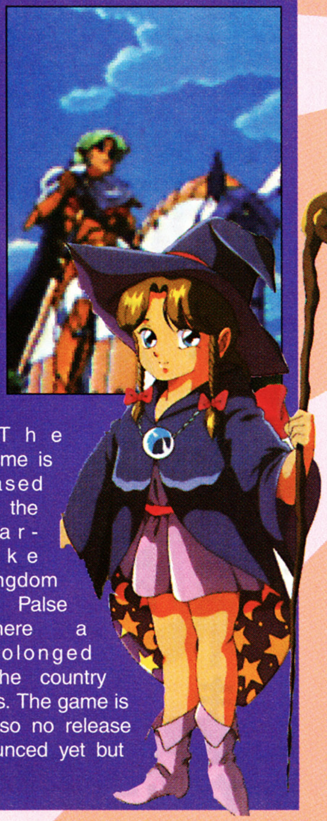




Data West have come up with a brand new animation system called DAPS which they are pioneering with their forthcoming Mega-CD games. The strangely-titled DAPS stands for Data West Active Picture System. With DAPS, when you have finished playing a game you can use the instant replay to review it just like a video.

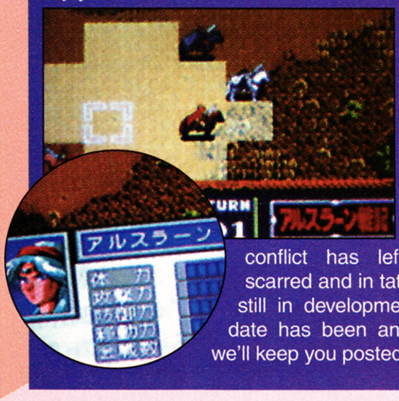
The first game to use DAPS will be *Merry Go Round*, a part of the Fourth Unit series. The game is set in the 21st century where Bronwyn, a girlie super hero who just happens to be a bionic soldier, fights for survival. A release date has yet to be set for this ground-breaking game.

HUMAN BREAK THROUGH



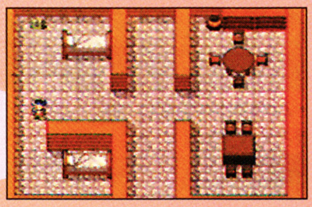
Human Technologies have previously devoted most of their time to developing for other consoles, predominantly the PC Engine, but they are now coming to the Sega. One of their first Mega Drive releases is *Thunder Pro Wrestling* (reviewed this issue), and their first CD game is to be called *Alsrahn's Battles*. It is based on the first seven volumes of a novel of the same name that was published a while back in Japan. To prove its popularity, there have also been two films based on the book.

Alsrahn's Battles is a war simulation that uses the vast amount of space available on a CD to get produce superb animation. The idea is simple but the tactics you have to use supposedly make the game more enjoyable than most.



The game is based in the war-like kingdom of Palse where a prolonged conflict has left the country scarred and in tatters. The game is still in development so no release date has been announced yet but we'll keep you posted.

HEAVEN KNOWS

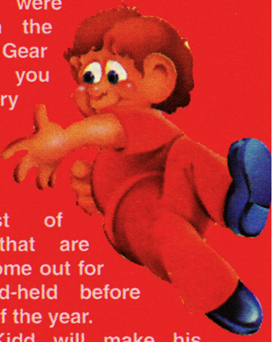


Following on from *Blue Almanac* comes another RPG *The Rise and Fall of Deadly Heaven* and with it comes another dodgy storyline.

The hero, Alnas, was kidnapped by the devil when he was a wee baby. On his return, he follows in his father's footsteps and sets off on a journey of discovery where he meets friends, enemies, dragons and knights. The atmosphere of the game creates a tragic feel, even getting darker as the evening draws in.

Unusually for an RPG, it includes a practice mode which lets you venture so far into the play area without dying. This 8Mbit cart should be out in September.

GAME GEAR MADNESS



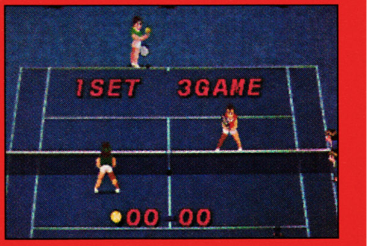
If you thought things were quiet on the Game Gear front, you were very wrong. Just take a look at this list of games that are due to come out for the hand-held before the end of the year.

Alex Kidd will make his debut and more games featuring the big earred star will probably follow. *Alien Storm*, the futuristic *Golden Axe* clone blasts its way onto the GG as well. *Kung Fu Match*, undoubtedly a beat-'em-up to rival anything else is on the way. *GG Shinobi 2* looks like making an appearance in September.

Tennis lobs, volleys and smashes its way onto the hand-held and will be served up sometime in late summer. Old favourites like *Frogger* and *Bonanza Brothers* are also scheduled for release, although no date has been announced for them. Finally, the Mega Drive classic, *Streets of Rage*, should make it onto the Game Gear by September.

MEGA MANIA

Sega continue to lead the way in software releases with an awesome list of titles still in development for the Mega Drive. Although no dates have been announced for the release of these games, just the mention of them will make your mouth water.



After the mixed reception that *Golden Axe 2* met, Sega are tried to save their face in *Golden Axe 3*. Also in the cards is *Revenge of Shinobi 2*.

Finally, just so Sega don't miss out on the forthcoming tennis games, they have *Grandslam Tennis*, a game that promises to be up there with the best of them.

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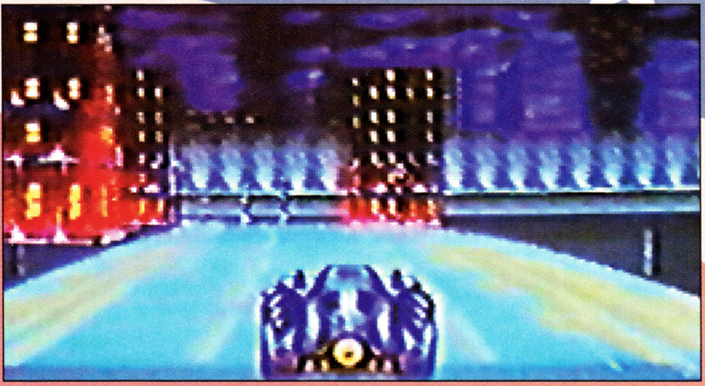
BACK AND BAD!

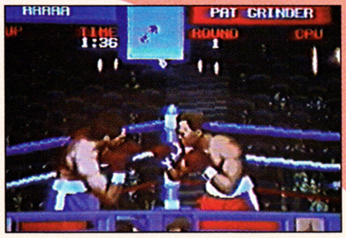
The Consumer Electronics Show in America is the largest gathering of innovative, exciting and groundbreaking equipment anywhere in the Western world. Taking up approximately 20% of the show, and without doubt the brightest and loudest part of it, is the video game section. This alone is bigger than any UK console show. SEGAPRO was there, deep in the throng, to report on the second CES of the year in Chicago...

The one thing that Nintendo did beat Sega on was promotional girls.



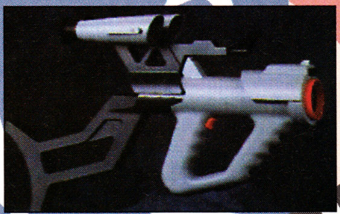
Batman Returns unveiled itself without any hype. The Mega-CD version looked by far the best with digitised animated sequences from the film interspersed throughout the game. The only visible part of the game was a racing section in the Batmobile – which looked uncannily like Ocean's Amiga game of the original film.

The Consumer Electronics Show is one of the few remaining video game shows in the world where you can be sure of a surprise or two. The latest CES, held in Chicago on May 21-24, was not to disappoint. And, with the Show celebrating its silver anniversary, there was a new ingredient added to the potent formula: consumers! Yes, believe it or not, the public have been kept out of the CES, but this year they really made up for their previous absence, with just under 100,000 American fans bashing through the doors on one and a half of those four days. But rules were strict, and nothing could actually be sold at the show, which meant most punters – whatever they originally came to buy – were found moping the many halls in search of the console games section for a bit of free entertainment. And they was plenty to see...



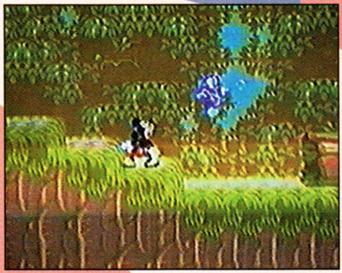
Nearing completion is Sega's own attempt at a boxing game, Evander Holyfield's "Real Deal" Boxing. The big man wasn't there to test the game, but Sega's Sonic 2 minders did a fairly good impression.

Of interest to Sega buyers, there were three main stands. Primarily, there was Sega's massive enclosure which encompassed all their third-party producers and Sega's own machines and games. Outside of this was the similarly impressive Acclaim/Flying Edge stand, who due to their immense range (and Nintendo games!) couldn't fit under the Sega wing. And finally, squeezed in between the two big stands, were Accolade who, due to their on-going court battle with Sega, refused to display or even talk about any of their Sega products. (Pity, really, as they have some great licences in the pipeline.)



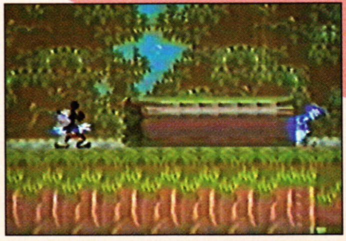
Sshh... it's Sonic 2

The word of the show was most certainly Sonic, closely followed by the official launch of the Mega-CD in the



Stop the press, what's this, a follow-up to *Castle of Illusion*? Yes, *World of Illusion: Starring Mickey Mouse and Donald Duck* combines all the great features of *Castle of Illusion*, *Fantasia* and *Quackshot* to make what we think will be one of the top games this Christmas.

Two-players can play simultaneously, taking control of the eponymous characters. Not only do Donald and Mickey have the most triumphant animation, but they can also interact by pulling each other up platforms and ropes, and even jumping on top of each other. Loads of Disney characters pop up throughout the game, including Goofy, Minnie Mouse, Daisy Duck, and Huey, Louie and Dewey. Watch out for this one!

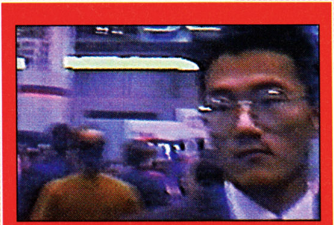


GENESIS DROPS IN PRICE

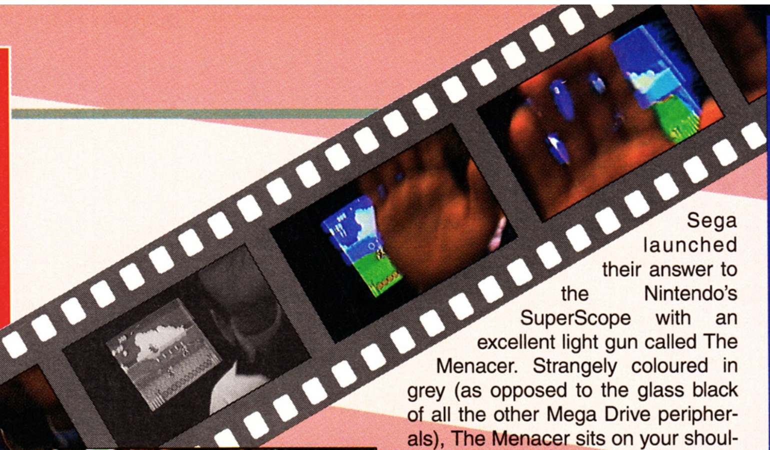
The price war which had been raging between Sega and Nintendo for the past few months in America finally erupted at the CES in Chicago. Nintendo bullishly posted a price of $99 (around £55!) for their stripped-down Super NES, to which Sega responded with a similar price for their Genesis (the US version of the Mega Drive).

But what does mean for European prices? Well, it seems nothing if Sega Europe's statement is anything to go by. They say that anyone selling the cheaper US machines over here will not be able to call them Sega Mega Drives if they have been modified in any way (which, of course, they have to be to work on UK televisions). This seems to indicate that instead of bringing Europe's Sega prices in line with the rest of the world to stop importing, they are putting the frighteners on importers to stop them selling "grey" machines. Sad, but obviously true.

GENESIS
16-BIT



One of Sega's top *Sonic 2* minders. After our first attempt to sneak a few innocent pictures, he bundled off our cameraman and told him not to try again. (But we've never listened to Sega before, so why should we start now!)



It wasn't easy getting pictures of *Sonic 2*. Our first attempt was met with the swift hand of a Sega employee and a sharp telling off. But we weren't put off that easy...

USA under the moniker of Sega-CD.

Strangely, Sega of America staff guarded the ten-odd monitors displaying *Sonic 2* with their lives. While you could quite happily pick up the game and play what seemed like a very early version of the game, you could most certainly *not* take any photographs or video the game. Strange really, as there was a perfectly nice picture of the game in their brochure. (And, anyway, if you were particularly persistent and didn't give a damn for Sega's "rules" – like us! – you could easily sneak a few shots of it.)

The massive Sega-CD display (accompanied by music from Nirvana, REM, Michael Jackson and Electronic), on the other hand, seemed to be ignored by most people, presumably because most people had read and seen enough of the Mega-CD already. But hidden amongst the third-party booths were more than a few gems in development for the unit.

At the centre of the Acclaim stand was a lifesize model of the alien from Alien 3. The Sega game, coming out on the Flying Edge label, should be with us in November.

The Sierra stand was by far the most surprising. They had already displayed their graphical and sonic talents on the IBM PC, and the line of titles they had pencilled in for the Sega-CD was very encouraging for the new format.

In fact, the third party list was pretty impressive, too, with Bignet, Flying Edge, JVC, Renovation, Sierra Online, Sony Imagesoft, Spectrum Holobyte, Tengen and Virgin Games all pledging their support for the Sega-CD.

Staying on the new hardware, Sega launched their answer to the Nintendo's SuperScope with an excellent light gun called The Menacer. Strangely coloured in grey (as opposed to the glass black of all the other Mega Drive peripherals), The Menacer sits on your shoulder and will cost Americans $59.99 (around £30). The first cart designed to use the new add-on contains six games: *Pest Control, Space Station Defender, ToeJam & Earl* (not the same as the original), *Whack Ball, Frontline* and *Rockman's Zone*. Look out for an official UK release in the autumn, probably around £49.95.

Softly, softly

On the software front, there was plenty to keep Mega Drive and Game Gear owners happy, but sadly nothing for the Master System. A pity really as the America is second to Europe in Master System releases, and Sega really do seem to be making a conscious effort to ignore it.

None of Sega's Mega Drive releases had much promotion, it was up to you to find them. Hidden on the numerous monitors spotted within the Sega gauntlet were *Streets of Rage 2* (the first 16Mbit game for the MD), *Batman Returns, Chakan: The Forever Man, Young Indiana Jones, Green Dog: Beached Surfer Dude, Taz-Mania, TaleSpin, World of Illusion: Starring Mickey Mouse and Donald Duck, Ariel: Disney's The Little Mermaid, Home Alone, Warriors of the Eternal Sun, B-Bomb, Evander Holyfield "Real Deal" Boxing, Sportstalk Baseball* and *Bio Hazard Battle.*

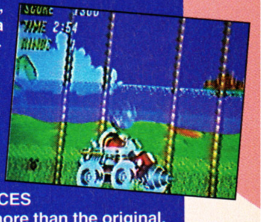
The Game Gear's line-up was similarly impressive, with titles like this soon coming to the Game Gear: *Taz-Mania, Evander Holyfield, Defenders of Oasis, Sonic 2, Shinobi II, TaleSpin, Home Alone, The Majors: Pro Baseball, David Robinson's Supreme Court Basketball, Super Monaco GP 2, Chakan: The Forever Man* and *Batman Returns.*

Sitting right next door to the massive Sega stand at the CES was a similarly large Nintendo stand, which felt more like a rabbit warren when within it. This, too, had loads of monitors displaying tons of forthcoming games, but ask anyone to name one and all they'd say was "Er, *Street Fighter 2* looks good, but I can't remember anything else." True, *SF2* did look good, but that wasn't actually on the Nintendo stand, it was on the Capcom one!

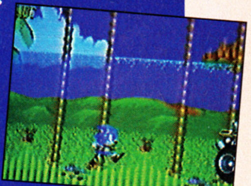
The games mentioned here are just a few of those we saw at the CES. Turn over the page and you'll get a full listing of every game released on Mega Drive and Game Gear this year, as well as a few gems in store for Master System owners. See, Sega aren't on the decline as Nintendo owners would like you to believe. In fact, they're most definitely number one for gamers and it's going to stay that way for a long, long time.

SONIC TOO SOON?

Sega do not want you to see these pictures, but despite their valiant efforts to dissuade our cameraman from taking pictures, we returned from the CES in Chicago triumphant! SEGAPRO 1 – Sega 0.

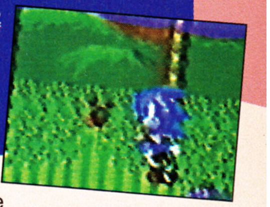


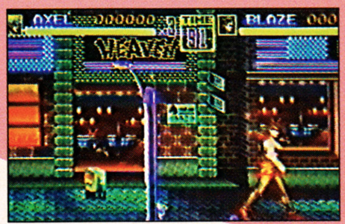
To be honest, *Sonic 2* was a real disappointment. Like that other let-down, *Golden Axe 2*, it seems to be more of the same. The playable demo on show at the CES contained little more than the original.



Sonic seems to be a little larger, and this time he's brought along a foxy character with two tails! The self-running part of the game pit Sonic in a split screen race against this fox. While the playable part of the demo was only one-player, it would seem logical that the second player would be involved in controlling this foxy co-star.

It felt like we were risking life and limb to smuggle these pictures off the Sega stand, but looking at them now we wonder what all the fuss was about. In fact, we wonder if this was some sort of negative promotion stunt by Sega...





Streets of Rage 2 will be the first ever 16Mbit cart on the Mega Drive. Only a simple one level, no enemies demo was on show at the CES. Yet again, it's simultaneous two-player action over horizontally scrolling levels.

The main sprites are a lot bigger than the original, rivalling *Street Fighter 2*. This time you get four players to choose from – Max, Axel, Blaze and Sammy, a cool kid – each one having their own attributes, like power, speed, jump and stamina. Overall, it looks like this one could develop into a real *Street Fighter 2* beater!

STARS AND WHITES

While the show wasn't exactly crawling with celebrities (you'd see more in an airport waiting lounge), we did happen to bump into a couple of very likeable stars.

George Foreman arrived in a limousine with an entourage of bodyguards – not that he'd need them. The jovial boxer was there to plug his forthcoming self-titled Mega Drive game from Flying Edge.

Also catching everyone's eye was Vanna White, star of the American version of Wheel of Fortune. She was there signing autographs and posing for pictures, promoting Gametek's all-formats game of the TV show.

SEGA pro GUIDE TO WINTER

Got a Sega? Wanna know what's coming out before the end of this year? Hey, kid, we got all the dirt on every game they want to know about — and some they're trying to keep quiet.

GAME GEAR

ALIEN 3
Flying Edge TBA
Ripley and the bitch are back in the game of the film. Ripley has to save the hostages before the aliens get to them. There's a big mother alien waiting for you at the end.

ANDRE AGASSI TENNIS
Tecmagik November
The new "bad" boy of tennis gets his own game. Features tournament and single play with eight characters to play with or against. Top grade animation is a cert.

DIE HARD
GrandslamTBA
Originally penned in for March, Brucie has slipped due to Sega being ultra-picky about the game. Don't worry you'll be able to rescue the hostages from Nakatomi eventually.

DOUBLE DRAGON
Virgin September
The all-time classic arcade beat-'em-up comes to the Game Gear. Virgin have taken the original and revamped it in this new all-singing, all-headcracking version.

HUMANS
Gametek October
Can you save the human race in this unusual adventure. Styled a little like *Lemmings* you control the characters to guide them to safety past the obstacles.

INDY III
US Gold TBA
Whip-cracking action as you guide Indy through six levels of intense arcade action in his search for the Holy Grail. Go from dark caves to sky high airships in your quest.

KLAX
Domark August
Has appeared on just about every format there is. Pile up the tiles to make space in the grid, match the colours to score points. The bigger the columns, the more points you get.

MARBLE MADNESS
Domark August
The classic arcade game comes to the GG. Guide the marble through mazes avoiding all the obstacles along the way. All the arcade levels have been recreated here.

PAPERBOY
Domark August
Another coin-op appears on the GG. You have to keep your customers happy to keep your job. Of course if they aren't customers then those papers become deadly weapons.

POPILS
Domark August
100 levels of sheer puzzling delight. Move or destroy the blocks to save the girl. Has a built-in map editor to let you make your own devious levels.

PRINCE OF PERSIA
Domark September
Superb animation and challenging gameplay has made this a hit on every format it appears on. Rescue the princess from the evil wizard and fight swordsmen on the way.

ROBIN HOOD: PRINCE OF THIEVES
Virgin August
Robin and his merry men go up against the evil of the Sheriff of Nottingham in this game of the movie. Steal from the rich to give to the poor and marry Marian along the way.

SMASH TV
Flying Edge TBA
The Williams coin-op comes to the handheld. A new breed of game show gives us a new breed of contestant. Frantic blasting action in true arcade style.

SONIC 2
Sega December
More levels, new characters and perhaps a two-player mode. Ultimately, it looks the same as the original, though, but that never stopped Mario, did it?

STRIDER 2
US Gold October
The follow-up to the great Capcom game that smashed onto the Mega Drive over a year ago. This time, there are newer enemies and greater firepower.

SUPER SPACE INVADERS
Domark September
The classic coin-op gets a Nineties revamp. New graphics, new levels and new action. Grab the power-ups and waste the space invaders which come in many forms.

TERMINATOR II: THE ARCADE GAME
Flying Edge TBA
You know who is back. This is a conversion of the hugely popular arcade version of the film. Arnie has to save John Connor from the deadly clutches of the T-1000.

WHEEL OF FORTUNE
Gametek August
Up to four players can compete in this game of the quiz show. Over 4000 puzzles to bamboozle you. Compete against each other or the GG will put up a mean fight.

MEGA CD

ADVENTURES OF WILLY BEAMISH
Sierra September
Comedy adventure with Willy, his neurotic sister, his crazy mother, frustrated father and not forgetting his dead grandfather who doesn't know he's dead.

BATMAN RETURNS
Sega TBA
The game of the most eagerly-awaited movie of the year. Play detective and hard hitting crime buster as the Caped Crusader. Go up against Penguin and Catwoman.

BLACK HOLE ASSAULT
Bignet September
Save the Earth from the alien strike force with your cybernetic anthropomorphic machines. Sheer blasting action with full CD soundtrack.

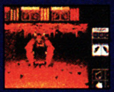
CHUCK ROCK

Sony Imagesoft TBA

The Mega Drive version's reviewed in this issue and looks great on cart. With the extra space of the CD all we can expect is more animated story scenes and tunes.

DUNGEON MASTER: SKULL KEEP

JVC December



RPGs hit new heights with this classic version of a classic game. Explore huge dark caverns and combat some of the most vicious creatures you will ever come across.

EYE OF THE BEHOLDER 2

US Gold TBA

Another attempt to capture the Dungeon Master feel. Was very successful on the Amiga, and looks like repeating its glory on the Mega-CD. Should be awesome.

HAMMER

Sega TBA

Yeah, you'd better believe it, Hammer follows in the footsteps of Michael Jackson and is at the centre of Sega's CD attack.

HEIMDALL

JVC TBA

You play Heimdall, a Nordic chief who is chosen by the good gods to retrieve their essential powers from the evil gods. Conversion from hit Amiga game.

HOOK

Sony Imagesoft TBA

Steven Spielberg's latest fantastical tale of Peter Panning and the discovery of his own childhood should be packed with loads of great music and film stills.

HOME ALONE

Sega TBA

Two robbers are on the estate and there is only young Kevin to stop them. They don't stand a chance. All the fun and adventure of the movie is right here.

INTERACTIVE MUSIC VIDEO

Sony Imagesoft TBA

Smacks of karaoke, so don't say we didn't warn you. Still, it's good to see someone experimenting with this great format. Should provide some fun for parties.

KING'S QUEST V

Sierra November

Face the mysteries of the dark forest as you rush to rescue the royal family from certain death. Heralded as a breakthrough in cinemagraphic animation.

LEISURE SUIT LARRY

Sierra TBA

The greatest lounge lizard of all time hits the Mega-CD. Scoring in this game doesn't mean getting points. The babes are out there, all you have to do is come up with the hook.

MIXED UP MOTHER GOOSE

Sierra September

One for the kids. Help Mother Goose put together her mixed up nursery rhymes. Young kids can learn while they are having fun with this educational release.

MONKEY ISLAND

JVC TBA

You play Guybrush Threepwood who has to rid the world of the evil pirate Lechuck. Learn pirate skills along the way. Conversion of Amiga and PC hit game.

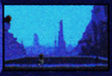
MONKEY ISLAND 2

JVC TBA

Threepwood is back, and with more of the same pirate-packed, swashbuckling action to overcome and master. Originally programmed by LucasArts.

OUT OF THIS WORLD

Virgin TBA



You are blown into another dimension by the particle acceleration experiment you were working on. You have to battle past monsters and weird alien creatures to get home.

PIT-FIGHTER II

Tengen July

Battle your way through the ranks to meet the Ultimate Warrior in this no-holds-barred combat game. The only rule is that there are no rules.

POLICE QUEST 3

Sierra TBA

Follow police procedure as you fight to save your family from the evil attentions of Jesse Bain's brother who is out for revenge. Great graphics and brutal action.

PRINCE OF PERSIA

JVC TBA

Awesome animation is guaranteed in this action-packed adventure as you try to battle your way out of a castle's dungeons and rescue a princess.

RBI BASEBALL 4

Tengen July

All the razzmatazz of baseball come to the CD. Pick your teams and hit the home runs on your way to the World Series title. Packed with stats and great graphics and sound.

SEWER SHARK

Sony Imagesoft TBA

Sony make a storming entry into the world of compact disc technology. This cool 'n' trendy release should challenge all streetwise gamers.

SHADOW OF THE BEAST

JVC TBA

The Mega-CD will be the last Sega format to see a conversion of Psygnosis's over-hyped, albeit very attractive, walkabout pick-'em-up. How will they fill a whole CD with it?

SONIC 2

Sega TBA

The most eagerly awaited game ever. This all new Sonic adventure will should the imagination of millions when it finally comes out.

SPACE QUEST IV

Sierra

December

You are Roger Wilco who along with the Time Rippers must stay ahead of the Sequel Police in this 3-D trip through the galaxy. Comic space adventure.

STELLAR 7

Sierra December

Battlezone moves into the Nineties as you take control of the Raven, an ultra modern tank. Take on opponents over seven different planets. Totally revamped and updated.

SUPER STAR WARS

JVC TBA

Yep, you'd better believe it. Luke Skywalker, Han Solo, R2-D2, etc make a triumphant entry onto Sega as film licences start to trickle onto the Mega-CD at last.

THE TERMINATOR

Virgin TBA

Extra levels to the Mega Drive version this game uses digitised sound and actual footage from the smash hit movie. Save Sarah Connor and the world from the killing machine.

TERMINATOR 2: THE ARCADE GAME

Flying Edge December

The CD version of the coin-op. Play Arnie as he battles to save young John Connor from the unwanted attentions of the T1000. Loads of movie footage included.

THE THIRD WORLD WAR

Bignet November

Take control of a tank squadron in the war to end all wars. Conventional warfare in Europe and the Middle East takes on a new dimension as you wage your battles.

THUNDER STORM

Renovation November

25 minutes of animation herald the arrival of this game. Your helicopter has to take out an enemy fort, it won't be easy but then again you're flying a state-of-the-art death machine.

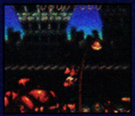
ULTIMA NEWWORLD

Sega Winter

This could be one of the largest games in development for the CD. Following in the footsteps of the computer versions, this is sure to have a big following.

WOLF CHILD

JVC December



Search for the potions that will cure your bad habit of turning into a wolf on the full moon. More intense action as the supernatural takes over.

WONDER DOG

JVC November

Developed in the UK by Core Design, *Wonder Dog* is set to take on Sonic in a battle of the Sega stars. Intense arcade action making full use of the CD unit's power.

WWF MEGA WRESTLEMANIA

Flying Edge December

The stars of the WWF come on to CD. Take your favourite wrestler and try to win the world title, or just beat the wrestler you hate the most.

YOUNG INDIANA JONES

Sony Imagesoft TBA

Join Indy before he started his archeological adventures as he sets out to destroy a spy ring he has recently discovered. Blistering arcade action.

ALIEN 3

Flying Edge October

Ripley lands on a space colony but you know who isn't very far away. Ripley has to save the convicts-cum-monks from an alien who's followed her there.

AMAZING TENNIS

Absolute Entertainment July

Should change the way you look at tennis sims. The viewpoint from behind the shoulder of the player will take a while to get used to.

AMERICAN GLADIATORS

Gametek November

One of the strangest game shows ever to appear on TV. Contestants and the gladiators battle each other in different "games". All the TV characters are included.

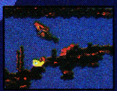
ANDRE AGASSI TENNIS

Tecmagik November

After years without them, there's now a plethora of tennis games on their way. With a conventional view from the commentators' box, this looks very playable.

ARIEL: THE LITTLE MERMAID

Sega TBA



The enchanting story of a young mermaid's struggle to save the underwater kingdom and all the merpeople who are under threat from Ursula's evil spell.

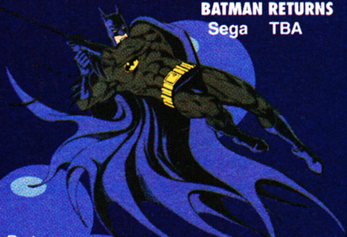
B-BOMB

Sega TBA

Animals star in this unusual game as they bounce on aliens to destroy them. Play as a bulldog, pig or cow in this most unusual game. It's Earth vs the aliens again.

BATMAN RETURNS

Sega TBA



Batman battles the Penguin and Catwoman in this game of the movie. A cross between arcade action and detective sleuthing will be needed to rid Gotham of the dastardly duo.

BATMAN: REVENGE OF JOKER

Sunsoft TBA

The caped crusader makes a come back but so does his arch-enemy. The two go at it again to see who gets to rule the roost at Gotham city.

BIO-HAZARD BATTLE

Sega TBA

Arcade style shoot-'em-up action produced by Sega. Battle your way through this horizontally scrolling, multi-level blast frenzy. Looks fairly bog-standard.

BLOOD AND GUTS FOOTBALL

EA December

Sport takes a new edge when you put every-

SEGA pro GUIDE TO WINTER

thing into it. *Blood and Guts* will take everything you have to beat it, and then it'll come back at you.

BOWLING

Mentrix TBA

One of the most popular family sports in America. Up to four players can hit the bowling lanes to win the bowling crown. So step up and hit those pins.

BREACH

Treco August

You are in command of a group of space marines, the roughest, toughest guys you can find. 20 missions need your attention, fail and Armageddon won't be far away.

CAPTAIN AMERICA & THE AVENGERS

Data East September

CM&TA was a hit in the arcades, based on the Marvel Comics characters. Great arcade graphics and two-player simultaneous action help to make this a classic.

WORLD OF ILLUSION: STARRING MICKEY MOUSE AND DONALD DUCK

Sega July

Mixing the style of both the original *Castle of Illusion* and *Fantasia*, this game is packed with even more animation than the previous games. Could be the game of the year.

CHAKAN: THE FOREVER MAN

Sega TBA

In the darkness, the nightmare becomes reality for Chakan. Luckily he can wield his sword in any direction and has you to help him back to the light.

CHESTER CHEETAH

Kaneco November

Chester Cheetah, the righteous kitty with all the right moves, is just too cool to fool. He has to find and assemble all the parts of his motorbike for a ride to Hip City.

CLUE

Parker Brothers

September

Play Cluedo on the Mega Drive. Has traditional board but uses animations and atmospheric sound effects and music to build the tension. New mysteries in each game.

DEADLY MOVES

Kaneco November

The martial arts tournament to end them all. Players compete against the masters until there is one left standing. Big characters and smooth animation in this combat classic.

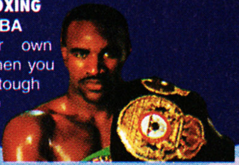
DEATH DUEL

Razorsoft August

Ten warriors of the toughest calibre enter the duelling arena. You can use your handy arsenal of alien weapons to fight the others. Very, very violent.

EVANDER HOLYFIELD'S REAL DEAL BOXING

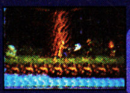
Sega TBA



Design your own boxer and when you think he's tough enough take him through to meet the champ in the heavyweight fight of the decade. Close up graphics make this even more brutal.

EX MUTANTS

Sage's Creation November



A combination of fighting and platform action in this 8Mbit game based on a soon-to-appear comic. Eight-way scrolling and multiple levels await the eager player.

THE FLINTSTONES

Taito December

Barney Rubble is searching for Fred's fishing tackle which he has lost. All the regulars from the cartoon appear in this escapade. Yabadabadoo.

GADGET TWINS

Gametek September

The Gadget Twins

12 levels of the wackiest arcade action. Help the twins in their quest to retrieve the Gadget King's gems. Weird and wonderful with lots of fun, that's the twins.

GEMFIRE

Koei August

Your mission is to get all six gems in the Gemfire crown to unite the world. You will meet legendary creatures and magicians in your quest, some will help some won't.

GEORGE FOREMAN'S KO BOXING

Flying Edge December

The old man of boxing makes another comeback, this time on the Mega Drive. Fight your way to the top of the pile and become the Heavyweight Champ again.

GODS

Sega Autumn

Loads of violent platform action as the chart-topping game originally designed by the infamous Bitmap Brothers bashes onto the Sega. Developed in the UK.

GRANDSLAM TENNIS

Renovation

July

32 players to choose from, including eight that you can customise. You can play individual games or enter the tournament circuit. Only the best will make it to the top.

GREENDOG: THE BEACHED SURFER DUDE

Sega TBA

A new cool character for '92. Greendog uses skates, boards and peddle copters to impress everyone and travel the world. Excellent animation.

HIT THE ICE

Taito December

More ice hockey antics but unlikely to measure up to EA's effort. **Hit The Ice** is based on the arcade coin-op of the same name. Pucker up suckers here it comes.

HOME ALONE

Sega TBA

Help Kevin save the neighbourhood from the bungling robbers. All the fun of the film is recreated with multiple view points and play angles.

HOOK

Sony Imagesoft

November

Based on the film you play Peter Pan as he returns to Neverland to take on Captain Hook. Hook is a new breed of game, one for all the family to play.

HUMANS

Gametek November

Can you save the human race in this unusual adventure. Styled a little like *Lemmings* you control the characters to guide them to safety past the obstacles.

INDY III

US Gold September

Whip-cracking action as you guide Indy through six levels of intense arcade action in his search for the Holy Grail. Go from dark caves to sky high airships in your quest.

JAMES BOND 007: THE DUEL

Domark September

Bond gets to meet all his adversaries in one fateful adventure. Platform action as the secret agent strives to save the world from Blofeldt and his croonies.

JAMES POND III – SPLASH GORDON

EA November

The sequel to *RoboCod* sees Pond returning to save the world. How many more puns can they make for this series of hit games. More fishy action.

JERRY GLANVILLE'S PIGSKIN FOOTBALL

Razorsoft September

Football's for wimps, unless of course you add weapons and attitudes. The only way to win is to do it to them before they can do it to you.

JOHN MADDEN 93

EA October

The best gets better. John Madden returns for his third game. Call the plays and throw the passes in the definitive American football video game series. Nothing else comes close.

KEEPER OF THE GATES

Razorsoft October

Keeper will take you to the edge of your sanity (it sez here) as you fight through an underworld inhabited with evil creatures. The eight levels will be tough going.

KING SALMON

Sage's Creation

July

A fishing simulation, all you have to do to win is catch the biggest fish. You can choose from a wide selection of equipment and fishing positions.

LHX ATTACK HELICOPTER

EA October

F-22 was the first flight sim for the Mega Drive, now EA are bringing *LHX* onto the scene. This experimental helicopter will dominate wherever it flies.

LOTUS TURBO CHALLENGE

EA December

One of the best racing games ever makes its way onto the Mega Drive. Take control of one of the flashiest (and most expensive) cars around. Fine racing action.

METAL FANG

JVC November

Racing with a difference. Pick your characters and then harass and destroy the opposition on the track. Racing for the more violently-orientated.

MICHAEL JORDAN FLIGHT

EA Winter

The Chicago Bulls' ace guard goes into training and takes you with him. Let Michael teach you all his great moves in this most innovative of basketball game.

MICK AND MACK'S GLOBAL GLADIATORS

Virgin October

Nintendo's *MC Kids* renamed. The first eco-friendly game on the Mega Drive. The kids team up to solve the world's problems – it's about time someone did.

MIGHT AND MAGIC 3

EA December

RPGs just got bigger. A huge new world to explore and many more tasks to complete in this mapper's dream. A big new adventure to keep you puzzling away those dark nights.

MUHAMMED ALI'S BOXING

Virgin September

Let's hope the great man doesn't try a comeback to support this game. Gold and fame awaits you if you can win the title, losers get nothing but brain damage.

MONOPOLY

Parker Brothers October

The best-selling board game comes to the Mega Drive. 3-D graphics and cool animation bring the classic game to life. Multiple players are catered for.

NBA ALL-STAR CHALLENGE

Flying Edge December

Yet another basketball game, where will it end? This time Flying Edge bring you all the excitement of the fastest team ball game around. Can you keep up with the pace?

NHL PLAYERS ASSOCIATION HOCKEY

EA September

The follow up to one of the best sports games ever. If it is any improvement over *EA Hockey* then it'll be a stunner. Ice hockey at its best.

NOLAN RYAN EXPRESS

Mentrix TBA

A two-player baseball game with a difference. Develop your own team to try them out against the legends. You can even play superstar Nolan Ryan.

POWERMONGER

EA September

The much delayed *Powermonger* will finally arrive in September. Take control of many countries and people as you try to take over the world.

POPULOUS 2

Virgin Autumn

After Electronic Arts originally hoping to have the Mega Drive version of the sequel, it seems Virgin now have the rights to it. Either way, it should be great.

PREDATOR 2

Flying Edge September

Danny Glover doesn't need Arnie as he slugs it out with the alien who is attracted by the gangland war in the city. Rescue hostages and blow away drug lords.

RAMPART

Tengen August

Build up your castle while your opponent does the same and then blow hell out of each other. Rebuild and start again. One or two players can play in this innovative game.

RBI BASEBALL 4

Tengen August

Stats and bats galore as this baseball frenzy hits the Mega Drive. If it's in the game, it'll be here. Strike out and hit home with all the best teams.

REVENGE OF THE THREE KINGDOMS II

Koei July

Travel back to second century China to help unite the country. Use war and diplomacy to pull everyone together. Mystic relics to increase your power.

ROAD RIOT

Tengen October

More racing antics from Tengen, this time with the mighty power of the four wheel drive vehicles. Two-player split screen action as you thunder round the roughest circuits.

ROGER CLEMENT'S MVP BASEBALL

Flying Edge November

More baseball action as the most valuable players show how the sport should be done. Hard hitting and fast pitching will be assured and needed to beat this.

SHANGHAI II

Activision TBA

The classic oriental puzzle game returns to the Mega Drive. Three different game modes should keep any fans of his game more than happy.

SMASH TV

Flying Edge August

The hugely popular coin-op finally arrives on the Mega Drive. Take on the quiz show with a difference, battle for prizes and your life as you fight them from all directions.

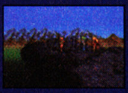
SONIC 2

Sega TBA

The hedgehog with the most is back. Robotnik got off lightly last time, now Sonic is determined to finish the job. Great graphics and frantic speed.

SORCERER'S KINGDOM

Treco August



You control a band of brave adventurers in this 8Mbit adventure. Magic and sorcery are dominant in this awesome adventure. Solve the secret of the kingdom before it gets you.

SPLATTERHOUSE 2

Namco July

The bloodfest is back. Battle your way through the ugliest monsters you have ever seen. One of the goriest games you are likely to come across.

STREETS OF RAGE 2

Sega TBA

An all-new 16Mbit monster. The team reunite to take on new criminals with new moves, new weapons but the same kick ass attitude as before.

STRIDER 2

US Gold October

The intrepid adventurer is back in his second adventure. Slice and dice your way through more levels packed with enemies all meaning to bring about your demise.

STRIKE EAGLE 2

MicroProse

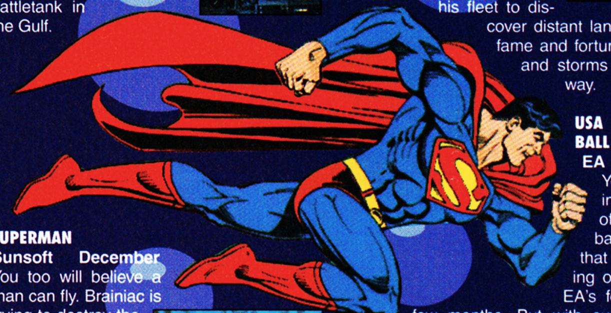
December

Takes dogfighting to new levels of excitement. Using super fast 3-D graphics you get to fly against the enemy using new high-tech weapons.

SUPER BATTLETANK: WAR IN THE GULF

Absolute Entertainment July

Promoted as one of the most realistic military gameplay experiences ever. Over ten missions you command a M1A1 battletank in the Gulf.



SUPERMAN

Sunsoft December

You too will believe a man can fly. Brainiac is trying to destroy the earth and only the Man of Steel has the power and knowledge to stop him. It's a race against time.

SUPER HIGH IMPACT

Flying Edge

September

An arcade American football game. All the action you could want with digitised sound to boost the atmosphere. Proved a hit in the arcades and could be the same on Sega.

SYLVESTER THE CAT

Tecmagik TBA

Only a working title for a game that is sure to feature loads of excellent animation as the title character and his arch-rival Tweety Pie square up against each other.

TAILSPIN

Sega TBA

Baloo and Kit are two intrepid flyers who are racing around the world. Dan Karnage is out to put a stop to their antics. Who wins is up to you.

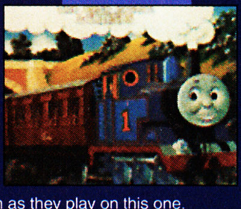
TERMINATOR 2: THE ARCADE GAME

Flying Edge October

Arnie meets T1000. T1000 meets molten metal. Two cyborgs from the future battle it out over the life of the future resistance leader. Destined to be one of the biggest games.

THOMAS THE TANK ENGINE

THQ December



Brings the magic of the TV series to life. Using detailed graphic images and digitised speech the kids will learn as they play on this one.

TONY LA RUSSA BASEBALL

EA October

The EASN takes another sport under its wing with baseball. Select the team and swing the bat to hit home in what promises to be another sporting hit.

TWISTED FLIPPER

EA August

Heralded as a heavy metal pinball game with puzzle elements. Serious amounts of action and numerous rock soundtracks accompany cool graphics.

UNCHARTED WATERS

Koei October

You play a Portuguese sailor who has to build up his fleet to discover distant lands to gain fame and fortune. Pirates and storms lay in his way.

USA BASKETBALL

EA August

Yet another in a string of basketball games that are coming out. This is EA's fourth in a few months. But with such a high standard, we're not complaining.

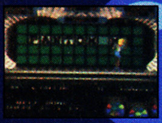
VAMPIRE KILLER

Razorsoft December

Pit your adventuring skills against the undead. Get your stakes and crucifixes ready against the fangs and capes of the vampire. Van Helsing may even appear.

WHEEL OF FORTUNE

Gametek July



Based on the TV quiz show. Spin the wheel and solve 4500 puzzles. Up to four players can compete against each other and even the gorgeous Vanna White makes an appearance.

WHERE IN THE WORLD IS CARMEN SANDIEGO?

EA October

Follow up to *Where in Time?* This time you don't have to travel through history. All you have to do is travel all over the planet looking for the criminal Carmen and her team.

WHERE'S WALDO?

THQ December

Another game for youngsters. You have to search different planets for Waldo and all his friends. Has several unusual features including a parent help mode.

WOLF CHILD

JVC December

Search for the potions that will cure your bad habit of turning into a wolf on the full moon. More intense action as the supernatural takes over.

WWF WRESTLEMANIA

Flying Edge October

Take control of your WWF favourites in single or tag-team action. With head rams and body slams all the action of the WWF hits home in October.

YOUNG GALAHAD

EA September

Help one of the more famous Knights of the Round Table when he was a mere slip of a lad. Adventures galore await anyone brave enough to tackle this one.

X-MEN

Sega TBA

Professor X has been kidnapped by magneto. You can team up with one of five mutants who possess awesome powers to rescue him. Based on the Marvel Comics characters.

YOUNG INDIANA JONES

Sega TBA

Indiana Jones comes across an international spy ring and takes it upon himself to break it. Of course the spies try to stop him in this action adventure.

MASTER SYSTEM

JAMES BOND 007: THE DUEL

Domark October

When all of James Bond's adversaries get together and decide to kill him once and for all, you can be sure that there's going to be loads of action. Potentially excellent.

NEW ZEALAND STORY

Tecmagik TBA

The cute kiwi makes a reappearance thanks to Tecmagik. It has all the elements of the other versions plus a few extras that Tecmagik have put in themselves.

NICK FALDO GOLF

GrandslamTBA

Probably the most popular English golfer puts his name to this game. Expect all the elements of the great summer game. Tough courses await anyone who is up to the challenge.

PIT-FIGHTER

Domark October

The crucial combat game was a smash on the Mega Drive and will be eagerly awaited by all Master System owners. Fight your way through to the final, lone survivor battle.

SONIC 2

Sega December

Hey, who is this strange hedgehog that seems to be appearing on all Sega machines? Take our advice, anyone whose name is an anagram of ICONS should be treated with care.

SYLVESTER THE CAT

Tecmagik Xmas

Still a working title for this cartoon tie-in. Should feature loads of humour and stars Sylvester the Cat and Tweety Pie, that annoying bird that keeps causing trouble.

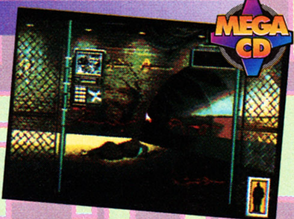
TRIVIAL PURSUIT

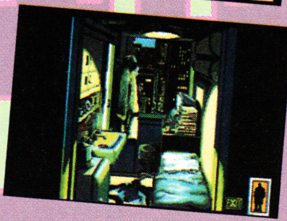
Domark September

The popular quiz game hits the Master System. Meet TP, the cute question master who knows all the answers. Increase your general knowledge as you play.

THE DRAGON RISES

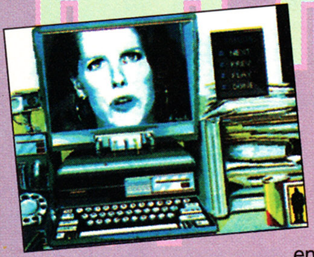
Mega-CD (Japan)





More and more news is coming in about *Rise of the Dragon* the multi-disk IBM PC game which is rumoured to be coming onto the Mega-CD.

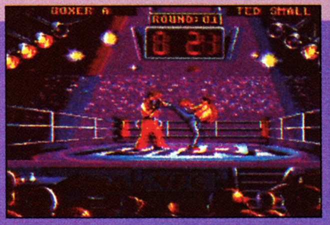
The game was originally programmed by American company Sierra Dynamix, and proved to be a smash with stunning graphics and state-of-the-art sound and gameplay. With the added power of the Mega-CD, the potential for this game is out of this world. Sega are handling the conversion onto CD, so it should be in safe hands.



You play Blade Hunter, an unorthodox private investigator in the year 2050. Los Angeles has gone to pot and a sinister drugs menace is on the rise. The Blade Runner type atmosphere was built up by scanned artwork on the PC, so the potential for loads of graphics on the Mega-CD is enormous. Such a colossal conversion has already missed its scheduled release date, but now looks set to appear overseas in July.

PANZA TOO LATE

Mega Drive July (Japan)



When you think of martial arts, Andre Panza may not be the first person to spring to mind, but he has actually been the world's top kick boxer for the last five years. After the incredible success of Loriciel's *Panza Kick Boxing* on the 16-bit computers, Electrobrain have picked up the rights to a Mega Drive version. Unfortunately for them, poor old Andre lost his world kick boxing championship late in May and now seems to be set for retirement (and at 35 years who can blame him!). Even so, with only five defeats in his long career, Andre will always be remembered as the man that popularised kick boxing in Europe.

BOXER A
ROUND: 01
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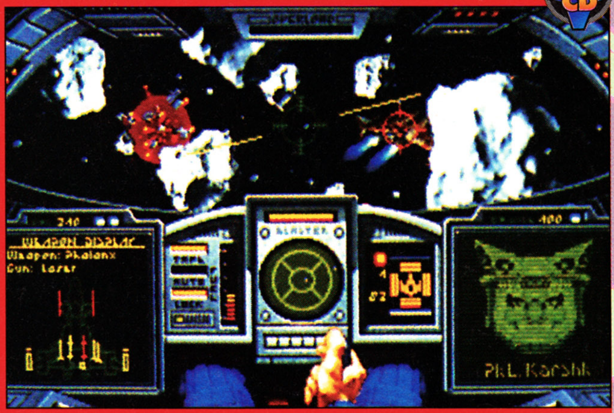
The original game was renown for its ultra-smooth and very realistic animation, and if the Mega Drive version is as good, it comes with a strong recommendation from us.

FINDING THE ORIGIN

Mega-CD October (Japan)

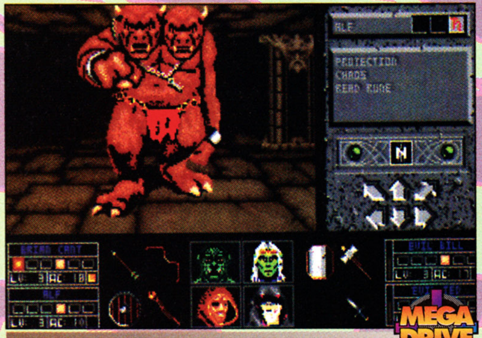


Hot on the heels of *Rise of the Dragon* comes *Wing Commander*, another American PC game to be converted onto Mega-CD. Although basically a space combat game, *Wing Commander* manages to set itself apart from other similar games with its 3-D digitised graphics and professional soundtrack.

The human race is at war with the Kilrathi, an aggressive race who have evolved from the household cat! You join up with the rest of the galactic space army to take on the Kilrathi in death-defying space battles. The storyline goes on like something out of Star Wars but is entertaining as well as playable. Sega are handling the conversion and hope to have it ready for release in October.

" Okay boys, settle down ! "

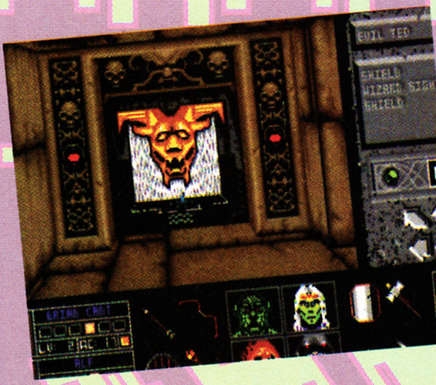
INTO THE CRYPT



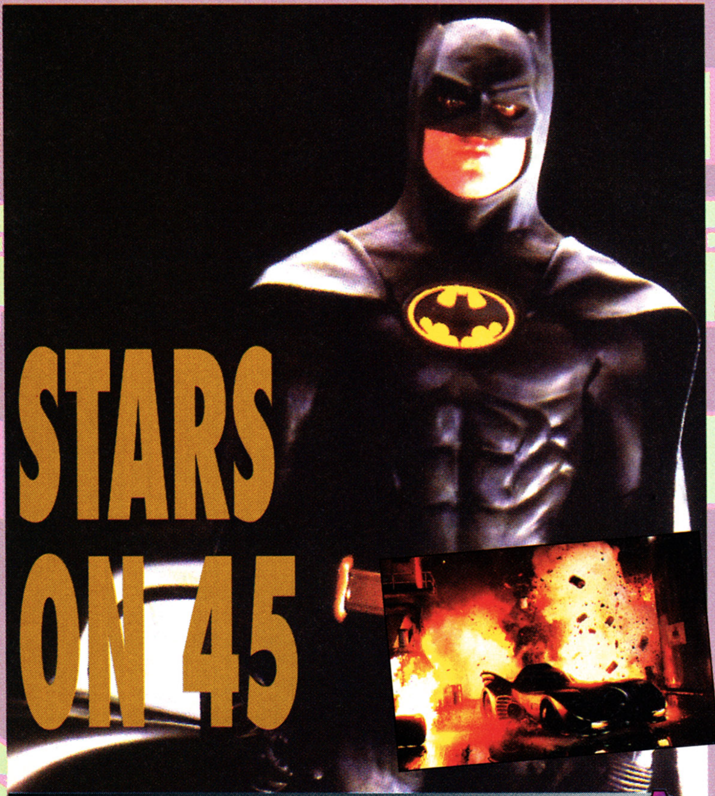
Mega Drive July (USA)

Black Crypt (sounds like somewhere Les would live) is another one of those huge RPGs that seem to be coming more popular on the Mega Drive. Again this one comes from Electronic Arts, who aren't exactly newcomers to the RPG scene with titles like *Rings of Power* and *Buck Rogers* already under their belts.

You are searching for the artifacts that hold the power of the guardians. The world you have to explore is made up of 20 dungeons that are interconnected to form a huge play area. The graphics are fully animated, and as you would expect combine with the sound effects and music to create a dark, eerie atmosphere.



EA are unleashing this upon the US market in July, so expect it later this year in the UK.

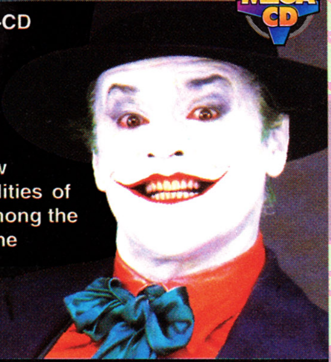


STARS ON 45

Mega-CD Winter (USA)

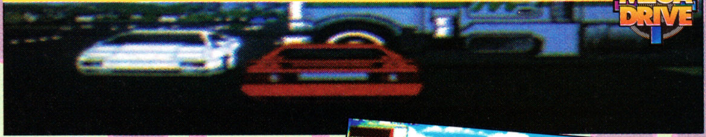
The American release of the Mega-CD draws ever nearer and software companies Stateside are falling over themselves to get some titles ready to coincide with the machine's launch.

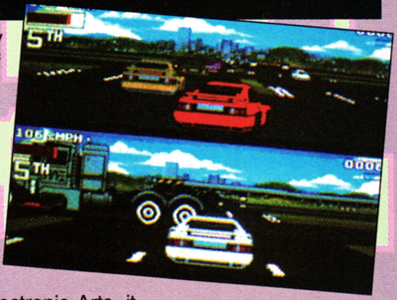
Major Hollywood studios are now starting to see the lucrative possibilities of their films on the CD-ROM format. Among the rumoured Mega-CD games to come from America over the next year are *Batman, Home Alone, Young Indiana Jones* and *Star Trek: The Next Generation*. Watch out, Nintendo!



LOTUS OPUS

Mega Drive November (UK)

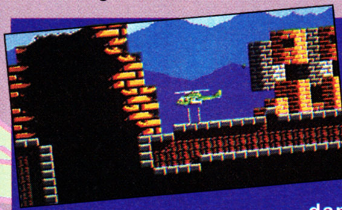




We exclusively revealed many months ago in the pages of SEGAPRO that the smash hit computer racing game *Lotus Turbo Challenge 2* was being secretly converted to the Sega.

Now original developers, Gremlin, have finally come out of the closet and confirmed that Electronic Arts have been granted the licence to sell the game. As "8-bit technology is alien" to Electronic Arts, it seems they will only be handling the Mega Drive version, but a Master System version should not be ruled out from another company.

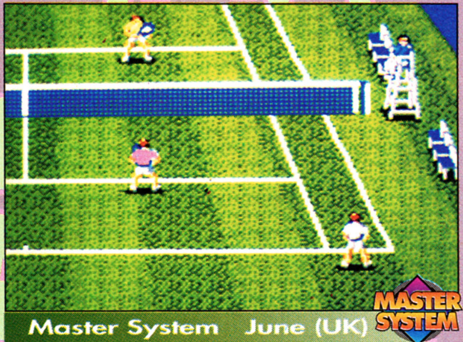
The game will be called *Lotus Turbo Challenge*, without the "2", as there is no prequel on the Mega Drive. Work is already well under way on the project, and although we could push EA for a release date, they say that this could well change nearer the time.



Air Rescue is a brand spanking new game from Sega for the Master System. The gameplay seems to be along the lines of a modern *Choplifter*. You are at the yoke of a high-spec helicopter and must pilot it through untold dangers to rescue people from the oppressive force that encompasses them. When you've picked them up, just zoom on back to go old HQ and drop 'em off into the loving arms of their parents – or something like that. Looks pretty simple, but could be quite an uplifting experience!

Master System June (USA)

RESCUE ME

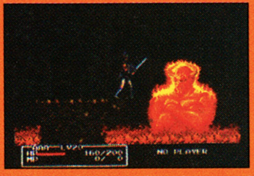


Master System June (UK)

ANYONE FOR TENNIS?

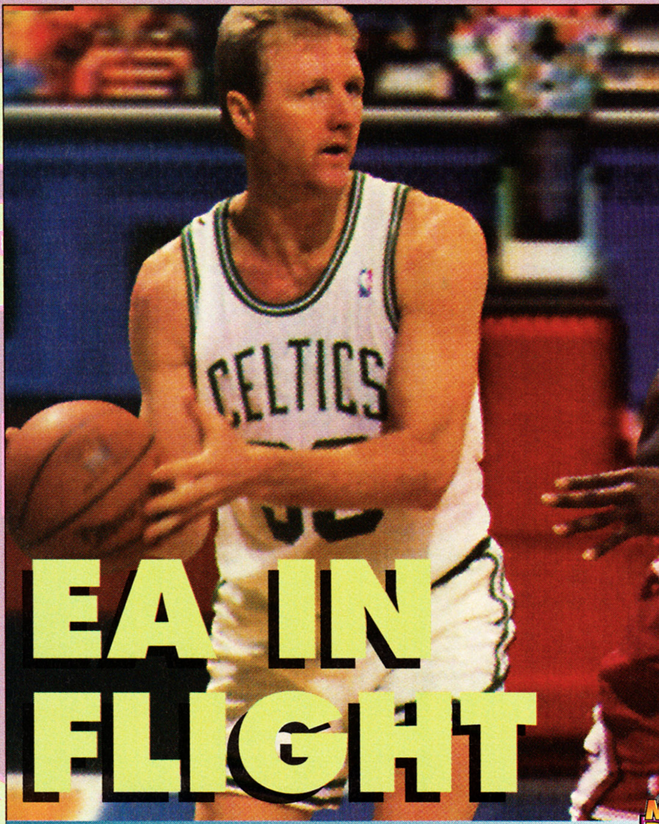
Sega are always very tight-lipped about forthcoming Master System releases, which is probably because they haven't got a clue what's going on either. Even so, the words on everyone's lips at the moment are *Wimbledon Tennis*. From all reports, this may be the first game to do the great summer sport any justice (with previous attempts like *Super Tennis* and *Tennis Ace* not winning many friends). Of course, we wouldn't get swept along with the hype, and hope to have a review of the *finished* article next issue – just in time for the real Wimbledon.

SLICE 'N' DICE



Taito's ace mystical coin-op adventure *Cadash* is, after many months of promising, actually appearing on the Mega Drive in late June. You are Cadash, the brave warrior, who answers the plea of a desperate king whose daughter has been kidnapped by barbarians. With six-foot sword in hand, you must venture through this horizontal scroller and slice all who dare to step in your path. One and two-player mode are promised, as is the choice of four different fighters with varying attributes. Watch out for a review next issue.

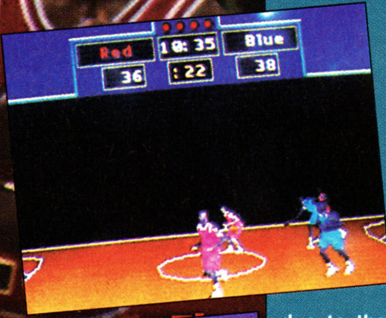
Mega Drive June (USA)

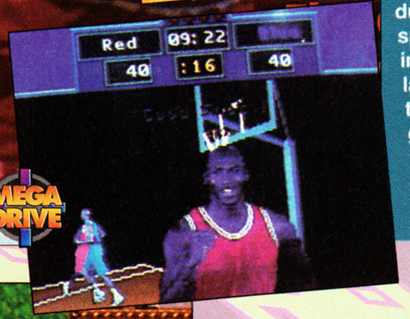


EA IN FLIGHT

Are you ready to fly? Hold on tight, EA are in flight. Well, not EA exactly, but certainly one of their greatest licences, Michael Jordan (pictured right). Following in the footsteps of *Jordan vs Bird*, the neatly named *Michael Jordan Flight* should make up in the gameplay area where the former was lacking.

Flight is only a working title, though, Electronic Arts are still hard at work preparing a computer version in their US offices. The game is being heralded as the most innovative sports game ever – strong words indeed from the people that set the original standards. *Flight* features a new approach called "video sim" which simulates the full motion video (FMV) effect. The early graphics look extremely lifelike, and due to the immense amount of time spent on the new video effect, EA inform us that there may be a "video lab" included so you can piece together selected highlights of your games. Details are sketchy at the moment, but as soon as the computer version is finished, EA should be able to give exact release dates.



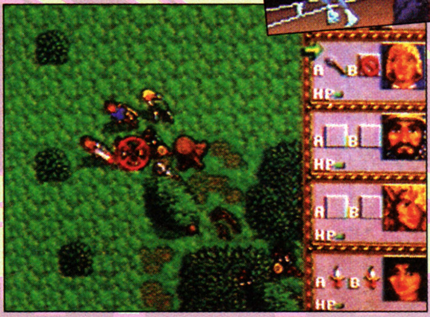


Mega Drive Winter (UK)

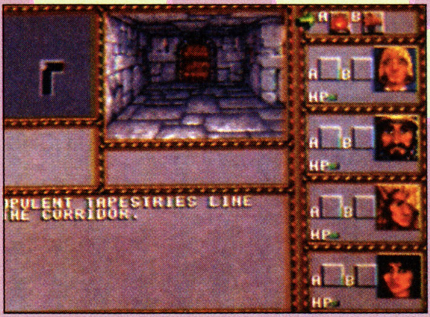
ETERNAL FLAMES

Fans of the Dungeons and Dragons boardgame series have a treat in store for them in July. Sega of America are currently working on *Warriors of the Eternal Sun* for the Mega Drive, and hope it will be their answer to Japan's *Shining Force*.

A king has commissioned four brave warriors to repel the attacks on his kingdom and explore the new world which has resulted from a major earthquake. Goblins and monsters abound in this huge RPG which fills its 8Mbits to the brim.



Slug it out with monsters galore in your newly discovered world of the Eternal Sun.

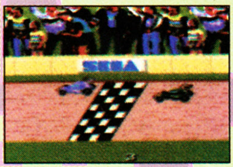


PULENT TAPESTRIES LINE
THE CORRIDOR.

Mystic forces await you in Sega's Warriors of the Eternal Sun.

Mega Drive July (USA)

ABSOLUTE BEGINNERS



Absolute Entertainment may be a new name to the Sega scene but they have been dominating the Nintendo market for years. Now they are about to bring their undoubted talents to Mega Drive and Game Gear.

Their first Game Gear offering should be the old NES game, *RC Grand Prix*, a racer featuring remote control cars. You get to race the cars around circuits using your winnings to customise your car. The Mega Drive games pencilled in include *Super Battletank: War in the Gulf, David Crane's Amazing Tennis* and *Toys*.

We have little info on *Super Battletank*, but you may find some in the American CES report this issue. *Amazing Tennis* has, obviously, been programmed by software superstar David Crane. His previous credits include such classics as *Decathlon, Pitfall* and *Ghostbusters*. Finally, *Toys* is a licence from the forthcoming Robin Williams film of the same name.

Game Gear Autumn (USA)

Mega Drive Autumn (USA)

Echoed eighth song.

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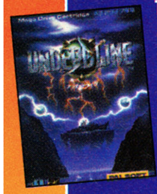
SEGA pro GUIDE TO SHOOT

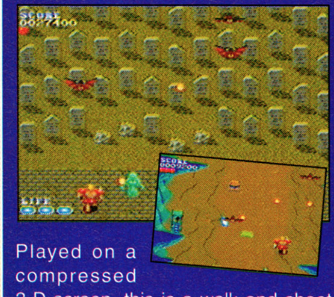
MEGA DRIVE

UNDEADLINE

PAL SOFT ● IMPORT



The legions of the damned are escaping their bonds and overwhelming the world! As the world sleeps, the undead are rising from their graves to wreak vengeance upon the world that killed them. Not ordinary people, of course, but mass murderers, victims of war and crazed megalomaniacs. They must be stopped.



Played on a compressed 3-D screen, this is a walk and shoot blaster through seven long vertical levels, with the player controlling a *Golden Axe*-type sprite pitted against hordes of ghosties and ghoulies.

The graphics are run-of-the-mill coin-op compared to some other games, but *Undeadline* is all about challenge, not pretty pictures. And it's tough! You can select and complete your first six levels in any order, since they're all hard! Power-ups are stashed inside treasure chests, with three types of chest: weapons, potions and extra life.

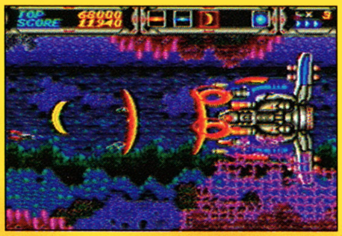
The game sprite is reasonably distinct, but again, it's the bosses who occupy most of the screen – if you get that far. Presuming you do, between levels you can trade experience points for other attributes, like strength. But annoyingly, whenever you die, you restart the stage as a wimp. With only three lives and two continues, you'll be ranting for weeks.

OVERALL 87%

THUNDERFORCE III

SEGA ● £35.99

The war between the Galaxy Union and the Empire of Lone continues, with the Union heading for defeat against superior odds. A mass offensive against the Empire's intercept system is useless, only the Styx fighter stands a chance of getting through and destroying the Empire forever – and guess who's drivin'?



Like its prequel, *Thunderforce III* doesn't provide the ultimate long-term challenge, but it certainly shows what the MD can do: super sonics, gorgeous graphics, plus some excellent parallax scrolling throughout eight levels of mayhem.

Thunderforce's trademark is big firepower, and your weapons are awesome; but so is the enemy! Setting difficulty level, speed and button control from your options screen, you then select your opening stage, or run the set course through the game.

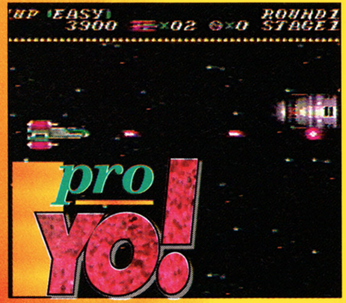
Power-ups (small red ships) are plentiful, while ship icons represent extra lives. Spare power-ups are worth 1000 points. Gameplay is as before, plus boosters for those frequent sticky moments. The guardians dwarf you, and wasting them takes some strategy, although the early levels offer you tips on their weak spots. Well set difficulty levels, visually stunning and extremely addictive, you may beat it, but you'll keep coming back to it!

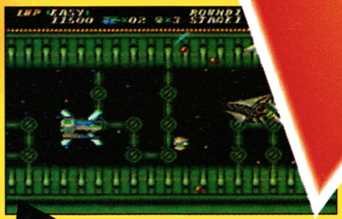
OVERALL 88%

HELLFIRE

SEGA ● £34.99

After 1000 peaceful years, the Galactic Federation faces destruction. Militarily powerless, they cannot stop the evil Super Mech capturing the Sister Star System and its six planets. The Federation have only one option – a surprise attack against Super Mech by the CNCS1 fighter, armed with the ultimate weapon: Hellfire!





Finally on official release, *Hellfire* proved itself on import as a tough, innovative space blast. Although the horizontal scroller's graphics are initially fairly bog-standard, some of the sprites and backgrounds in the later stages of this six-level romp are just what you'd expect from a top MD title. But what really puts *Hellfire* ahead of the pack is the gameplay. Multi-directional firepower at the touch of a button plus that Hellfire death belch ray, give you a chance against one of the hardest games yet.

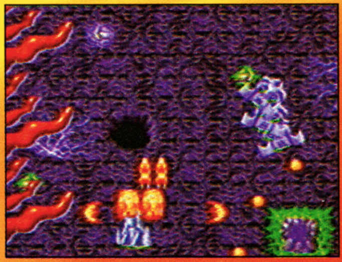
The whole thing is a power-up frenzy, with some very nasty bosses to defeat at the end of each level. They're big, ugly and they'll boot you back to restart the stage with weedy lasers given half a chance. Painfully addictive, frustrating, loud (mega-crunchy explosions) and enemy ships everywhere: this is a massive challenge that will drive you crazy!

OVERALL 94%

BATTLE SQUADRON

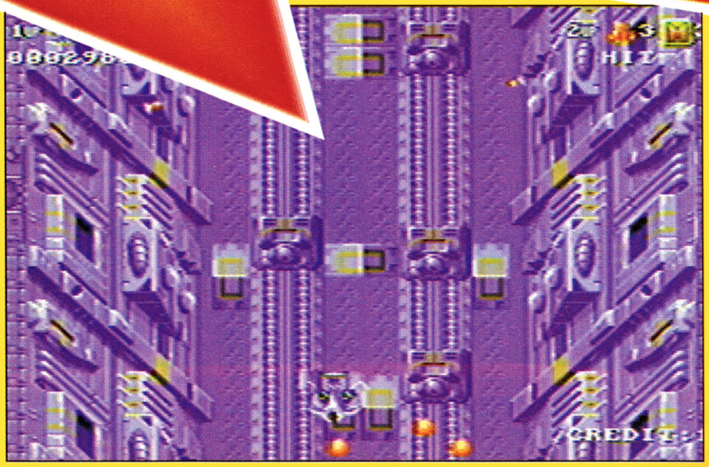
ELECTRONIC ARTS ● £39.99

Two of our top commanders have been captured by the Barrax Empire and taken to the planet Terrania. The commanders had information crucial to Earth's defence, and must be recovered. Your mission is to rescue them and destroy the Barrax force above and below the surface of Terrania!



Every month we get people writing in and phoning up, asking for The Pros' top games. From this month, continuing the ProGuide series, we'll be taking a look at every gaming genre and picking our favourites, along with your favourites in the form of the country's top sellers. If you feel we've missed out your favourite game, write in to ProTest! and tell us what it is and why it's so good.

-'EM-UPS



The four vertically scrolling levels are smooth but hectic, despite an option allowing you to choose how fast and frequently enemy fire appears on screen. Excluding the excellent teamplay option, gameplay offers nothing really new, with screen-clearing Nova smart bombs and power-ups offering upgrades of four types of weapon. The Novas are very handy when you're surrounded by the enemy, hidden by scenery or faced by invisible enemy ships! Firepower is wimpy until you hit the all-too-few power-ups hidden inside enemy gunships. Cop an unfortunate, though, and you'll drop two power levels.

Graphically, there's a real arcade feel to *Battle Squadron*, with bright sprites and mean guardians. On the downside, collision detection is occasionally iffy, and some of the sound effects are distinctly steel band. All in all, this is one helluva demanding game that'll challenge even the best blasters.

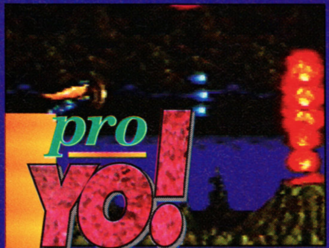
OVERALL 87%

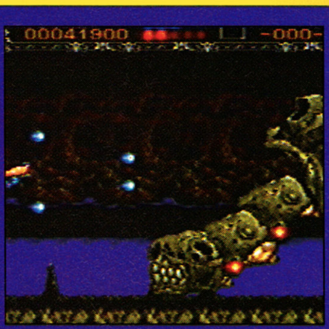
GYNOUG

SEGA ● £39.99

MEGA DRIVE
16-BIT CARTRIDGE

Iccus, planet of the flying men, has been taken over by a mutating virus. Hideously deformed creatures led by the evil Destroyer have defeated everyone else sent to kill them. Now, as the winged warrior Wor (the game is actually called *Wings of Wor* in the States), you must harness your magic and rid Iccus of evil once and for all.





Gynoug is a novel change in a tired Mega Drive genre. No attack ships, just a winged man armed with magic weapons to kick bottom.

Although the Wor character sprite is small, the zombie-like bosses are gigantic and particularly grisly. Luckily, Wor can tool up pretty quickly and, armed with a maximum three spells, can tackle anything. Spells and power-ups are hidden inside flying blue crystals and are crucial to your survival. Speed is the key; miss those speed feathers and your ability to dodge goes down the pan.

Good collision detection, except in round five, where the sprite size and background colour work against you. Lose a life and you only drop one power level, thankfully. Great gameplay once you've mastered that spell select, and the graphics and sounds are lush. Challenging but slow in the early stages, *Gynoug* takes the shoot-'em-up to new heights.

OVERALL 92%

HOW THEY RATE

	UNDEADLINE	THUNDERFORCE III	HELLFIRE	GYNOUG	BATTLE SQUADRON
Stages	7	8	6	6	4
Skill levels	2	3	2	3	1
Lives	3	4	4	5	3
Continues	2	7	10 or 20	4	1-5
Power-ups	17	8	17	22	5
Scrolling	vertical	horizontal	horizontal	horizontal	vertical
Special features	n/a	n/a	n/a	n/a	teamplay
GRAPHICS	**79**	**95**	**88**	**92**	**88**
SOUND	**77**	**91**	**92**	**90**	**80**
GAMEPLAY	**82**	**89**	**93**	**89**	**80**
CHALLENGE	**90**	**82**	**95**	**90**	**91**
PROSCORE	**87**	**88**	**94**	**92**	**87**

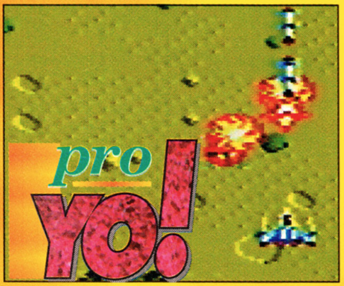
SHOOT-'EM-UPS

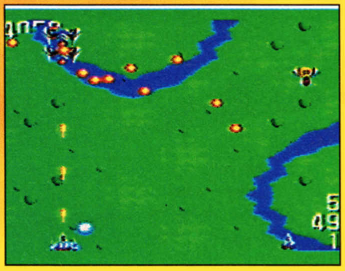
MASTER SYSTEM

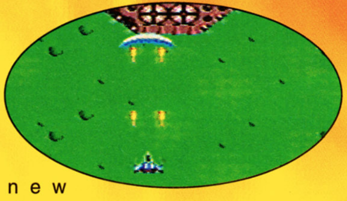
POWER STRIKE

SEGA ● £24.99

Mutant plants are poised to take over the Earth by growing inside humans and controlling their minds! Flying Power Strike, the ultimate jet fighter, it's up to you to dish out weedkiller from Hell on the vegetable patch and its human slaves, making gardening safe for pensioners everywhere...







Expect a sore trigger finger at the end of this six-stage vertical scroller; the screen's crawling with mutants and your meagre firepower is a real handicap. Without rapid fire, pressing both buttons gives you more whack, and the more P icon power chips you collect, the better your main guns become.

Eight weapons power-ups hide inside numbered icons, but be careful, each new one overrides the last and dodging them isn't easy! Collision detection is pretty good, and you know when you've taken a hit, but as usual, new ships mean no power!

The sprites are well drawn, and some of the backgrounds are fantastic, although the sonics could have been gutsier. The problem is the difficulty setting – there isn't one, and *Power Strike* isn't a tough game to crack. With three lives and continues, it won't last forever, but it's a damn good blast while it does.

OVERALL 90%

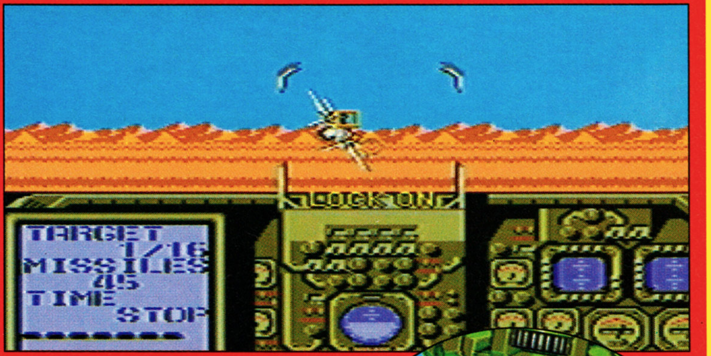
MASTER GEAR

Trickier than on the big screen, the sprites are pretty good but the busier screens are prone to slow down. Not really worth buying just to make the game harder, though!

G-LOC AIR BATTLE

SEGA ● £29.99

People around the world have formed a vigilante army against state-run militarism. The Citizens' Defence Force is well armed and dangerous and the UN have given you a shiny Thunderfox fighter to "negotiate" with!



Faster and less manoeuvrable than the GG version, your mission involves taking out enemy land, sea and air forces over eight stages against the clock – which is easy when they cluster in your sights so often. Dodging enemy fire and missiles is tough with your limited mobility, and with only one life and three continues, frustration is never far away.

Flicker-free, and graphically very nifty, with some good explosions and superbly detailed sprites, your plane can sometimes feel like it's on the end of a stick. The new features, like end-of-level guardians and the view from an attacking fighter as you try to dodge him, are smart, but the missions are very repetitive, even with upgrades to more powerful planes and weapons. Easy to get into, and fast enough to keep you busy, but not enough of a long-term challenge, even with three difficulty settings.

OVERALL 82%

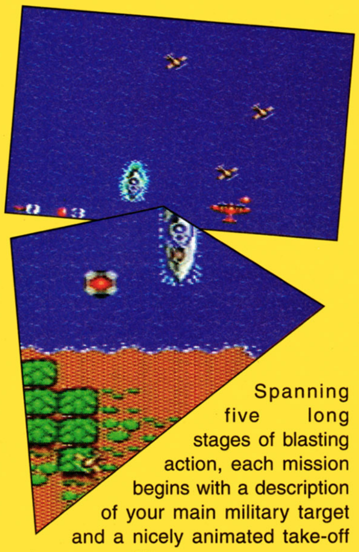
MASTER GEAR

Out of control on the small screen, but great fun. Not worth it when there's a dedicated GG version, but borrow or rent for a quick blast.

BOMBER RAID

SEGA ● £29.99

A top speed of Mach 6, hellish weapons, cannons and cluster bombs? You must be flying that marvy Blackbird pictured on the box?! Er, no, actually it's a pathetic old propeller driven fighter bomber sent to kick a whole army's butt...



Spanning five long stages of blasting action, each mission begins with a description of your main military target and a nicely animated take-off sequence. The game screen scrolls vertically, with the action viewed from above, which causes occasional collision detection problems as sprites merge with backdrops.

The stages are fairly varied, pitting you against planes, tanks and ships. Power-ups are invaluable, increasing your weedy speed and power. Collecting two drone planes which

He costed high, gone.

cover your blind spots can be done by shooting the number power-up icons. Lose a life, and it's back to weedo again.

Forgiving Sega for their misleading packaging would be easier if *Bomber Raid* was slightly more challenging. True, the graphics do have a dated kind of arcade feel about them and there's far more to do here than in the likes of *G-LOC*, with more lives and continues on offer, but it isn't really demanding enough for ardent shooter fans.

OVERALL 72%

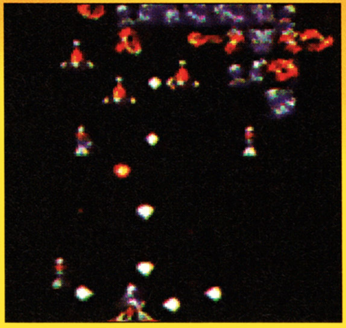
MASTER GEAR

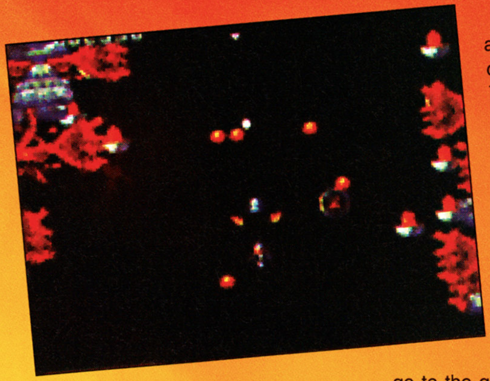
Dropping the brightness makes the sprites more visible, but overland screens hide enemies, making collisions inevitable. Harder than on the MS, but save your money if you've only got a GG.

XENON II

VIRGIN ● £34.99

The Xenites are once again planning an attack on Earth – an attack like nothing you have ever seen before. They have enlisted the services of a warped scientist and with his help they have travelled back through time and placed massive bombs set to detonate for destruction. You must travel back too, and once again save the world.





Your wrist will be bent all over the place as you get to grips with this tough blaster. The ship really *swings* from left to right, and controlling it and forcing it around obstacles takes up half your time. The dodgy collision detection doesn't help matters, but this actually adds to the challenge of the game.

There are pick-ups aplenty, but most of these consist of coins which you must collect to spend at a shop when you complete the level. When you do obtain enough cash, the range of weapons and ship enhancers available is a dream. From the bog-standard rear and sideways add-ons you go to the greatest and most desirable Super Nashwan Power, which can only be used once a level.

Vertical scrolling shoot-'em-ups aren't that common on the Master System, but despite the occasional screen slowdown and "challenging" collision detection, this is one helluva blaster.

OVERALL 89%

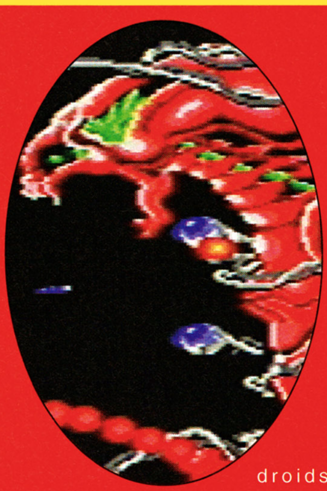
MASTER GEAR

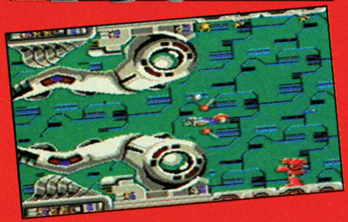
The collision detection problem is enhanced on the small screen, yet things are improved by the extra speed of the Game Gear. Most of the bullets are fairly large, but because they tend to linger around for a long time, you forget they're bullets and collide with them like scenery.

R-TYPE

SEGA ● £29.99

An invading force from another dimension is wrecking the galaxy. The Earth Defence League have only one chance against the evil Bydo Empire – the secret R9 type space craft, capable of attacking the Empire in their own dimension! And with you at the helm, what could possibly go wrong?





With eight tough levels to complete in this horizontally scrolling coin-op conversion, don't expect to crack it by tea time. Unresponsive to begin with, your ship has to clear a screenful of targets before hitting a power-up. With two types of weapon – pulse or laser beam – clearing a path isn't hard, but collision avoidance is!

Improve your firepower by releasing droids, trapped inside POW ships. You can either grab these, or let them roam the screen, blasting, and they make beating bosses much easier. Power-ups increase your speed and weapons power, plus the droid's.

Some of the sprites blur on busier screens, but generally the graphics are top-notch, with just a hint of screen flicker, detailed backgrounds and vicious aliens. The tunes aren't bad, but don't stretch the MS. And don't be fooled by the lack of difficulty settings; this only needs one!

OVERALL 92%

MASTER GEAR

Teensy sprites – wipe your screen to stop you from shooting bits of dust – but fun, and almost worth a look from GG owners. But you'd be crazy if you didn't try it out first. Why spend that much on an MS title for the GG?

HOW THEY RATE

	G-LOC	BOMBER RAID	POWER STRIKE	R-TYPE	XENONI II
Stages	8	5	6	8	5
Skill levels	3	0	0	0	1
Lives	1	3	3	3	3
Continues	3	0	infinite	3	0
Power-ups	5	14	8	7	12
Scrolling	n/a	horizontal	vertical	horizontal	vertical
Special features	n/a	n/a	n/a	n/a	n/a
GRAPHICS	**89**	**76**	**88**	**91**	**92**
SOUND	**84**	**73**	**81**	**85**	**83**
GAMEPLAY	**78**	**75**	**82**	**82**	**84**
CHALLENGE	**76**	**72**	**81**	**92**	**87**
PROSCORE	**82**	**72**	**90**	**92**	**88**

God! cheese not high.

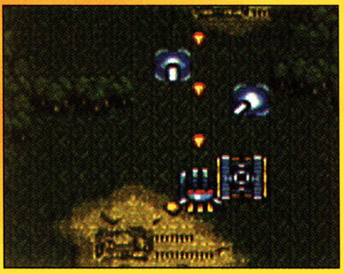
SHOOT-'EM-UPS

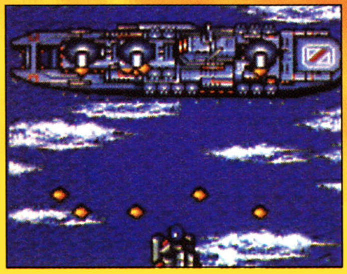
GRIFFIN

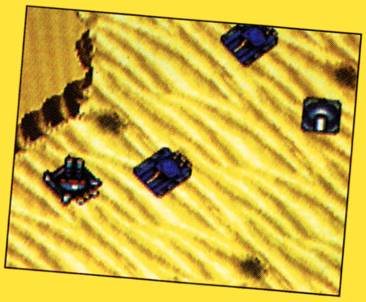
SEGA ● IMPORT

An enemy army is massing its armour, and as commander of the battle tank Griffin, you've been lumbered with the task of cutting through their lines and destroying their main base. God, don't you just hate it when that happens?!

Viewing the action from above, wasting enemy hardware in this four level, arcade style vertical scroller requires a modicum of strategy. Hitting START pauses play, allowing you to select main, sub or special weapons. The latter pair fire forwards, with sub passing through obstacles and special offering wider, more powerful rounds. Main guns give weedy, all-round fire, and you begin with three smart bombs. Initially, it's wise to stick with special weapons.







Power-ups, stashed in armoured cars, increase main gun strength, your three-level energy bar, smart bombs and extra lives. Lose a life, and you're weedy again. The graphics are neat, and the sprites are visible enough to keep things playable. With varied rounds – including a flying one – tough bosses, four lives, no continues and a sexy girlie to encourage you between levels, *Griffin* is an addictive little no-frills blaster.

OVERALL 85%

HALLEY WARS

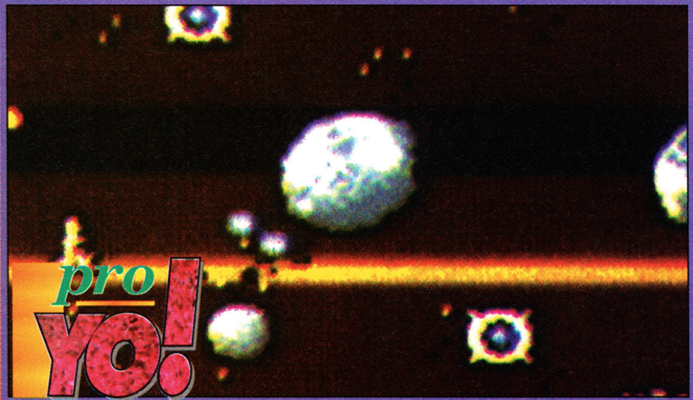
SEGA ● £24.99

As 21st century Earth reels under five major attacks by Lord Halley's space force, the nations of the world gather together to launch a last ditch attempt at survival. Billions have died, and only you, piloting the latest attack space craft, can save the planet and defeat Halley's forces.

Smooth, fast-moving six level vertical scroller with plenty of power-ups for guns, speed, bombs and shields. The bosses are wimpy if you're on max firepower, but the weight of enemy numbers is the killer. The object is to destroy everything Earth-bound and Halley's space base. Earth-damage registers as a percentage at the bottom-right of your screen. When it reaches 100%, you and the Earth are space dust. Luckily, every 2000 points you score reduces Earth damage by 1%, and with so many enemy ships, scoring's easy.

The sprites and backgrounds are among the best on the GG, with some great tunes and explosions to match. The gameplay is slick but tough, with three difficulty levels and two firing options. Highly addictive thanks to only three lives and continues, extra lives per 10,000 points and that "could've got further" feeling whenever you die!

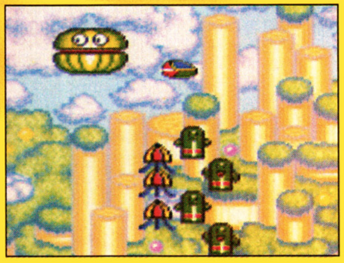
OVERALL 92%



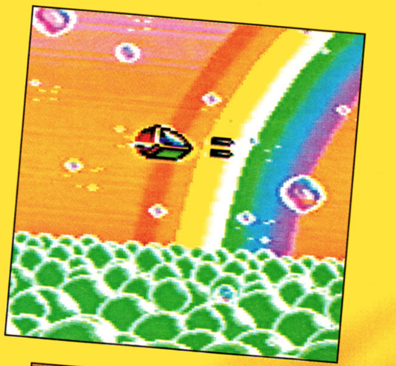
FANTASY ZONE

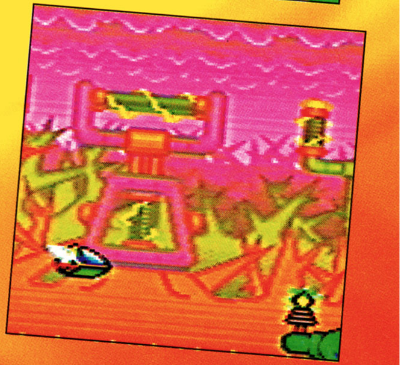
SEGA ● £24.99

All has been quiet in the Fantasy Zone since 6216, when Opa-Opa defeated the invaders from the planet Menon. Now, in 6344, the Menons are back, kidnapping Zoners including Opa-Opa. His son, Opa-Opa Jnr, is the last inhabitant left, and he alone can re-capture the Zone.



Oh dear. A two-way, horizontally scrolling, cute shooter with graphics that look like Walt Disney threw up. Guiding your craft through this seven leveller without difficulty settings means it's straight into battle against green Big Macs, gold cauldrons and countless geometric enemies. Blasted targets release gold coins which can be spent in floating shops on engine and weapon upgrades, or extra lives. The graphics onscreen are very impressive, even if the same tune was used in *G-LOC*!





End hig-tech goose.

=1
NAME =JET ENGINE
PRICE=1000
GOLD =11700
EXIT
SOLD OUT

Gameplay is nothing new, and almost ruined by the snail-like manoeuvrability of your ship. Safe scrolling requires gentle joypad nudging and there's no rapid fire feature. Given all these gripes, it's odd that *Fantasy Zone* should be so annoyingly addictive, but it is, even with appalling collision detection and naff guardian graphics. Slightly less challenging than trying to teach worms to sing, but just as weird!

OVERALL 81%

G-LOC AIR BATTLE

SEGA ● £24.99

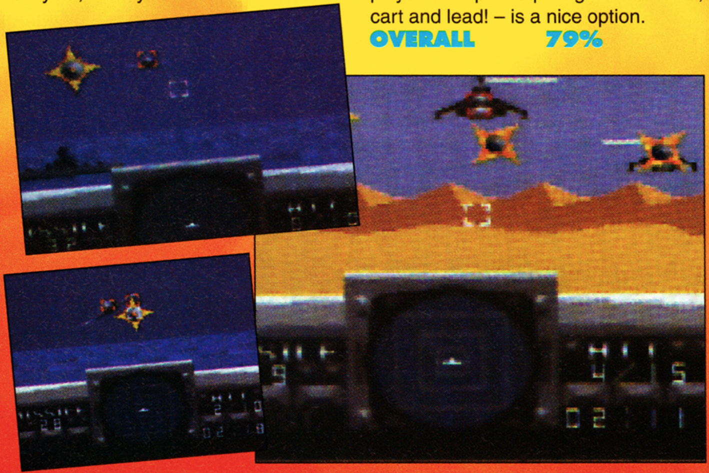
G-LOC
AIR BATTLE
SEGA
GAME GEAR

Only one pilot can handle the G-LOC experimental fighter, but before you can even finish testing it, you're called into active duty! Several leaders in The East have joined forces, invading Beron. It's up to you to wipe out their land, sea and air forces single-handedly!

An interesting and challenging strategic shoot-'em-up, *G-LOC* puts you in the cockpit and takes you through nine difficult missions of blasting planes, warships and tanks, with the enemy's bases as your ultimate objective. Height is controlled for you, but you can bank left and right and loop using the direction pad. Firepower comes in the form of machine guns and missiles, and at the end of each level, points can be traded to upgrade these, plus armour and fuel.

Picking missions and upgrades forms the strategy side, although getting it wrong can be incredibly frustrating and fatal! Compared with other games, the graphics and sound don't strain the GG, and the constant breaks in gameplay can prove annoying. *G-LOC* remains, however, fast and easy to get into, and the two-player link up – requiring an extra GG, cart and lead! – is a nice option.

OVERALL 79%

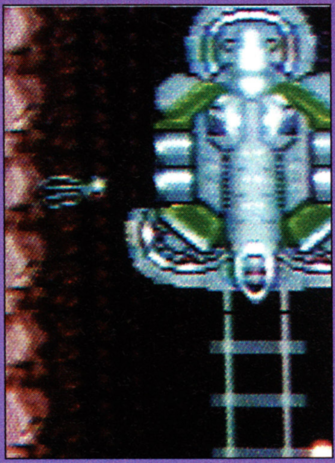


GG ALESTE

SEGA ● IMPORT

COMPILE
GALVANIC GUNNER
GG ALESTE
GGアレスタ
GAME GEAR

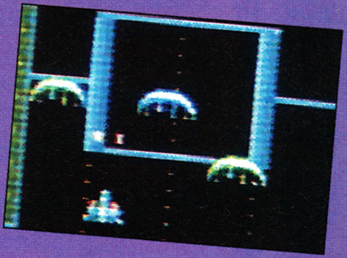
You're the guy piloting the Aleste, the Galvanic Gunner. And your ship's a beaut', fully armed and heading off after a moonchild for unspecified reasons. And you're out there, dude, hitting deep space bases on a truly excellent adventure.



Similar to *Halley Wars* in its vertically scrolling, high speed format, *Aleste* isn't as neat graphically, but has far more going on. Eight levels take you through a planetary base crammed full of targets, and you've got plenty of firepower to help you out.

Power-ups come thick and fast and give you a wider range of weapons than the GG has previously seen. This gives the gameplay a kick, allowing you to kill some of the teeny sprites that come at you. Graphically wishy-washy and subject to some blur and sprite slowing on busy screens, *Aleste* is, despite these shortcomings endlessly playable. The two difficulty positions are reasonable, with so much to do on each level that you'll be addicted in seconds. The frustration level is pitched just right and, with infinite continues, you know you'll crack it sooner or later!

OVERALL 91%

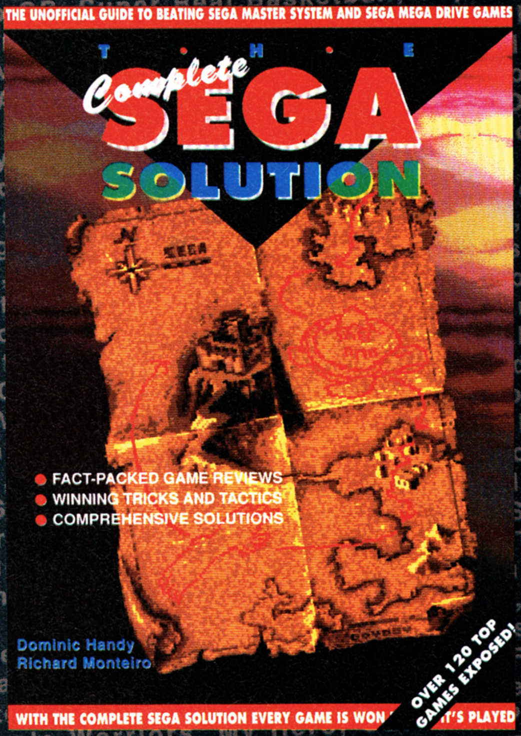


HOW THEY RATE

	HALLEY WARS	GRIFFIN	GG ALESTE	FANTASY ZONE	G-LOC
Stages	6	4	8	7	9
Skill levels	3	0	2	0	3
Lives	3	4	3	2	1
Continues	3	0	infinite	0	0
Power-ups	17	4	6	14	3
Scrolling	vertical	vertical	vertical	horizontal	n/a
Special features	n/a	n/a	n/a	n/a	versus
GRAPHICS	92	86	90	81	81
SOUND	90	82	88	75	75
GAMEPLAY	89	86	91	77	77
CHALLENGE	90	80	84	81	81
PROSCORE	92	85	91	79	79

God chose heighten.

WINNERS DON'T USE DRUGS...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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

PROTALKERS

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

MEGA DRIVE

Bart vs the Space Mutants 36
Bulls vs Lakers 64
Chuck Rock 40
D Robinson's Supreme Court 66
Exile 60
Olympic Gold 46
Thunder Pro Wrestling 44
World Class Leaderboard 70

MASTER SYSTEM

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GAME GEAR

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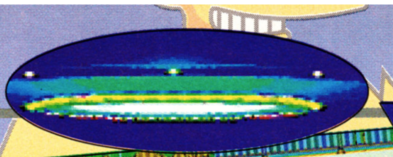
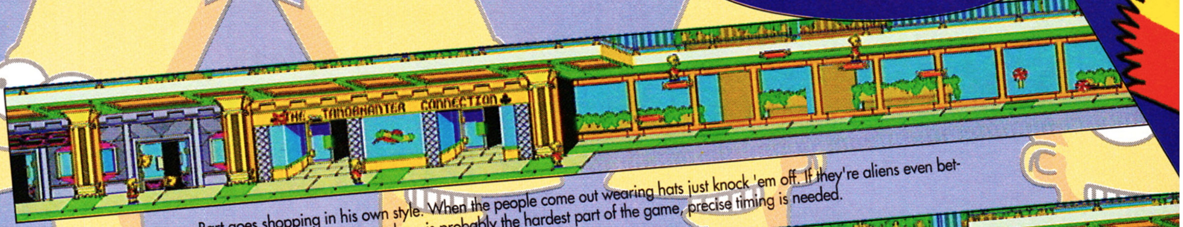
Crystal Warriors 68
Out Run Europa 48

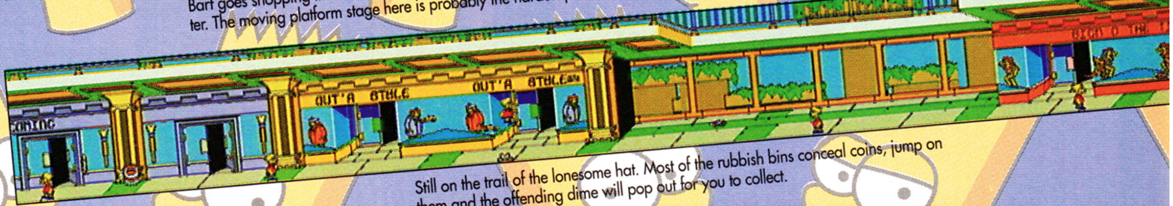


Aliens have invaded the town of Springfield and are slowly turning the inhabitants into space mutants. Their mission is so covert no-one knows it's even happening. No-one, that is, except for a small child. In most cases there would be nothing this kid could do, but this youngster is no ordinary child. This is one Bartholomew J Simpson, known as Bart to his friends and most of his enemies (including his parents, his sister, his teachers, and Moe, the owner of the tavern).

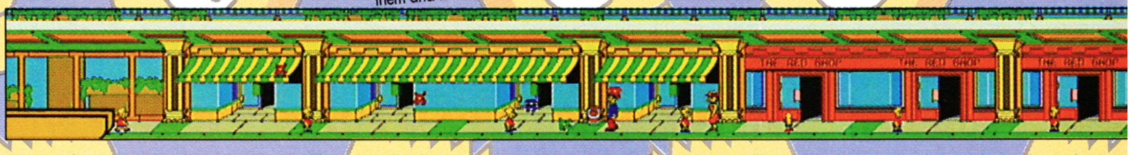
Bart was trying out his new x-ray glasses one night when he spotted the aliens plotting their dastardly plan. Only through these glasses can the aliens be seen, but no-one else in Springfield believes him. He must prove them all wrong and expose the aliens.



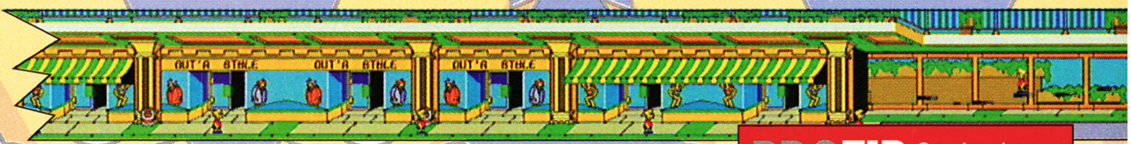
Bart goes shopping in his own style. When the people come out wearing hats just knock 'em off. If they're aliens even better. The moving platform stage here is probably the hardest part of the game, precise timing is needed.

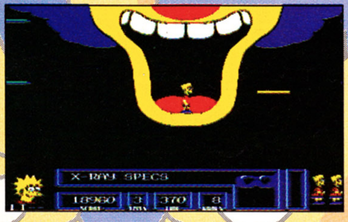


Still on the trail of the lonesome hat. Most of the rubbish bins conceal coins, jump on them and the offending dime will pop out for you to collect.

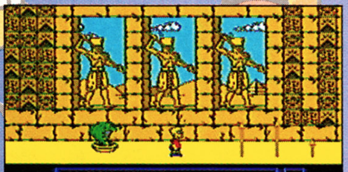


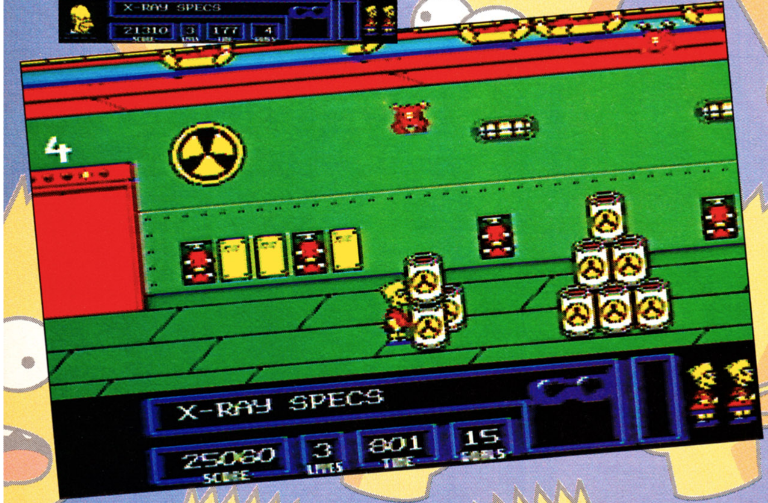
A straightforward run past the shops with the odd jump to collect hats on this part of level two. Don't forget to keep collecting those letters to get the help of a family member.





Bart waits inside Krusty's Funhouse in the fun fair. Below he wanders lonely as a cloud through the Springfield Museum.





With a game based around The Simpsons, you're not exactly expecting a RPG, and thankfully, the whole presentation of this game sets you up for a landmark in console conversions of TV series.

The game starts with a brilliant cartoon sequence which tells you the whole storyline. The animation and expressions on the faces of people, especially Bart, is exemplary and builds a terrific atmosphere.

When you come to play the game, there are no options whatsoever, which is a bit disappointing. A skill level is always much appreciated, and even a little sound test would have been fun, but both – as on the Nintendo version – are sadly missing.

The graphics of the Nintendo version of *The Simpsons* were critisized by many for the small sprites, and the Mega Drive version is exactly the same. But there's absolutely no reason for any complaints as all the characters, especially Bart, are full of detail and completely recognisable. If they were any bigger, the play area would by enormous and the whole game would become very tiresome.

All the main characters in the cartoon are included, from Nelson the bully to Krusty the clown. Best of the lot is probably Moe, who you can ring up at his tavern to play a practical joke on. (If you've seen the TV show, you'll know what I mean.)

The graphics convey the cartoon style perfectly. The background buildings are big and brightly coloured, especially on the fairground level (the third) where the tents and sideshows shine out with contrasting colours and bold definition.

All of the levels are vast and varied, and although they all have a particular theme, you never really know what or who you'll encounter next.

Sound is frighteningly accurate. The theme tune from the actual TV series is fairly corny, and the MD version retains all the odd beeps and squeals. Throughout the game you get a sort of remix version of the title tune. It's light and cheerful and doesn't intrude on the gameplay too much – although it's definitely background music and shouldn't be blasted up like a shoot-'em-up soundtrack.

PROTIP

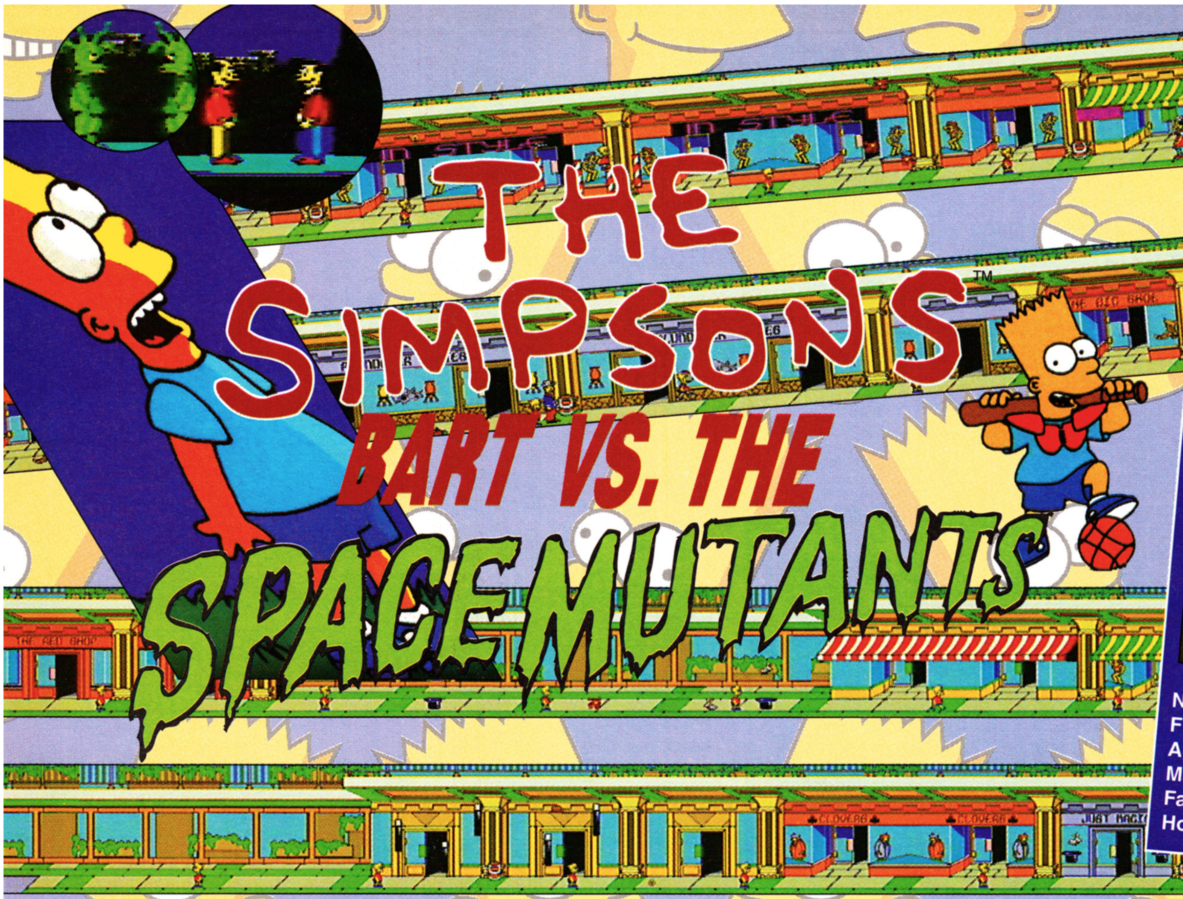
On level one you can completely bypass the skateboard section. Get the key when you are in the hardware shop and use it when you are by the house. You will then emerge by the old folks' home. This avoids the risk of losing lives in that long skateboard section.

Sound effects are short and sweet, but there is a bit of speech to make up for it. This simply consists of a sampled "Eat my shorts" when Bart loses a life. Although it doesn't sound too accurate to the real character, it does add a bit of humour and softens the blow of dying.

The whole game is definitely platform based, but with the smaller graphics and colourful backgrounds it plays a lot different from most games in this genre.

Everything is based around picking things up, but unlike some arcade adventures, *The Simpsons* is a lot more logical. While some games may give you, for example, an orb to do with what you will, *The Simpsons* gives you simple

He he! Good etchings.

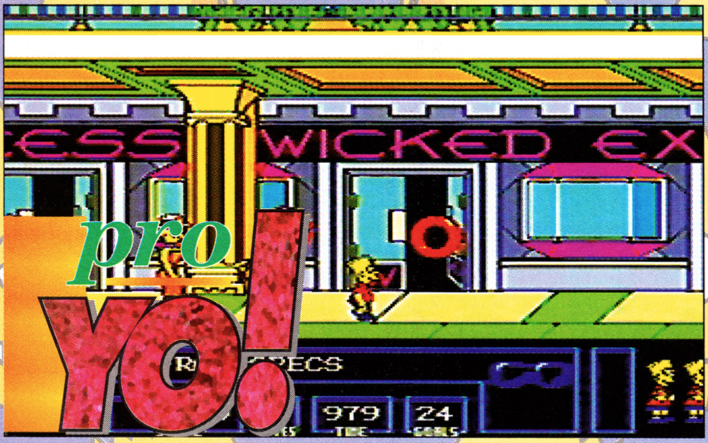


THE SIMPSONS™ BART VS. THE SPACEMUTANTS

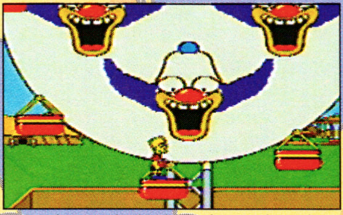
PROTALK

The spaced out looney graphics are excellent, and as for the gameplay, it's fun, frantic and easy to grasp. Its only drawbacks are the dire tunes and the collision detection, which can be very frustrating.

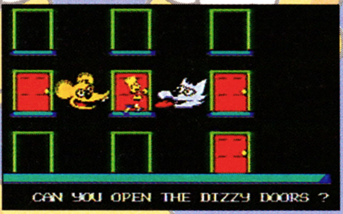
Name: Ryan Butt
From: Bradford-upon-Avon
Age: 18
Machine: Mega Drive
Fave games: Desert Strike, EA Hockey



Bart's going loopy by this shop. Avoid these rings and the rampant Pro Yo logo to get to the guardian. When you reach him throw the shopping bags to kill him off and get to the next level.



Riding the Big Wheel in the fun fair, Bart has to burst all the red balloons and avoid the brats.



You have to open the doors in a certain order, when you do it right you will get bonuses galore.

ITEMS TO SMITE 'EM

Use the key to bypass the skateboard section completely.

Use the cherry bomb to make the bird fly out of the pet shop.

The magnet looks nice but it holds many secrets that will take ages to work out.

The rockets are used to put the windows out and hit statues.

Use the whistle when you reach the last window of the retirement home for some extras.

Use the wrench on the hydrant to spray the hardware shop purple.

things like a coin or rocket, which you can relate to and find logical uses for. And just because this is only 4Mbit, don't think it's small. There's loads to do and loads of places to do it. Five levels may not seem many, but you'll be playing for weeks before you complete it.

The first level is basically a romp through the streets of Springfield, familiarising yourself with the use of items. The second goes through the Shopping Mall and soon gets you used to the jumping. On the Fair level, you really start to enjoy yourself, partaking in many of the sideshows for extra lives and bonuses. From there you venture inside Springfield Museum, where you must get rid of the exit signs whilst avoiding the laser beam security system. Your last battle with the mutants is inside the nuclear plant; just collect the radioactive rods and return them to the nuclear core.

Being one of the many fans of *The Simpsons*, I was really looking forward to this game. Dare I say it, the Nintendo version wasn't too bad, and Flying Edge have done major enhancements on the Mega Drive version to make it brilliant. Just like the cartoon series, this game has humour, style and will keep you stuck to the screen. Buy it!

● **Les "Santa's helper" Ellis**

PROFILE

THE SIMPSONS ● FLYING EDGE ● £39.99 ● OUT JULY

CART SIZE	4Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Acclaim UK
4 Walcote Place
Winchester
Hants
SO23 9AP
✆(0962) 877788

GRAPHICS 90
▲ Brilliant intro sequence; crystal clear pics.
▲ Well-defined characters; great backgrounds.

SOUND 83
▲ Pleasantly boppy tune plays throughout.
▲ "Eat my shorts!"

GAMEPLAY 92
▲ Good combination of platforms and puzzles.
▲ You keep finding out new features.

CHALLENGE 93
▲ Very long levels with lots to do on them.
▲ Some very tough sections to the levels.

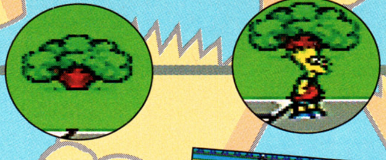
One of the most entertaining and challenging games around.

PROSCORE 92

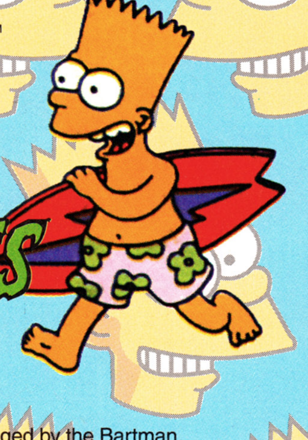
MATT GROENING The Simpsons TM & ©1992 Twentieth Century Fox Film Corporation.

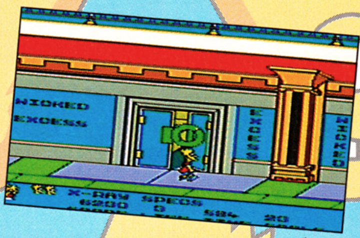
He got shed ehoing.

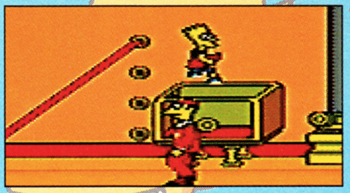
MASTER SYSTEM



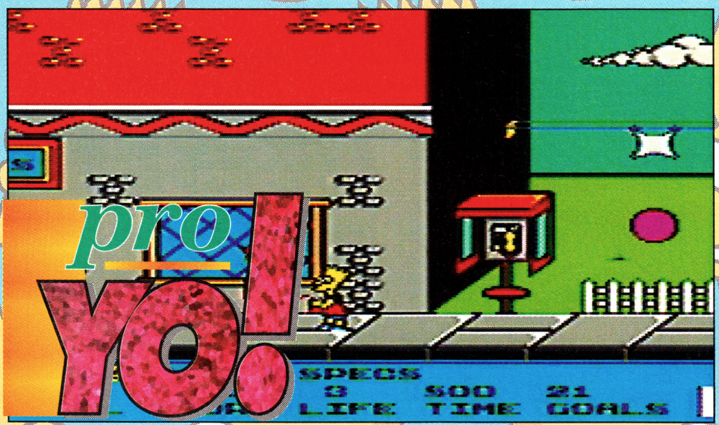
THE SIMPSONS™ BART VS. THE SPACEMUTANTS







In the museum you have to watch out for the laser beams; jumping on the cases opens them for you.



Bart is not restricting his mischievous activities to the Mega Drive. Master System owners also get the chance to save Springfield from those dastardly space mutants. And I'll tell you something now, Master System owners are in for a real treat.

On the MS, *The Simpsons* is very, very close to the Mega Drive version. In fact, in some ways it is easier to get to grips with and more fun to play.

Visually, it looks excellent, rating right on up there with *Sonic* and *Lucky Dime Caper*. Even the smooth and vivid visuals of *Asterix* are challenged by the Bartman.

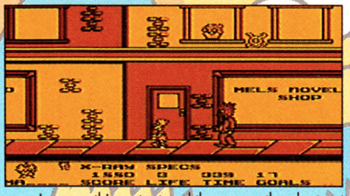
The sound is slightly simplified to adapt to the MS's capabilities, but that annoyingly hummable tune is still just that. There isn't really much in the way of effects, but what's included is a big improvement over the beeps and pings you usually get.

With most Master System owners being younger than Mega Drive owners, this version of *The Simpsons* is a bit more generous in the gameplay area. The jumps don't have to be so precise, for instance, which makes some of the more intimidating sections, like the Shopping Mall and the Museum, easier to get through.

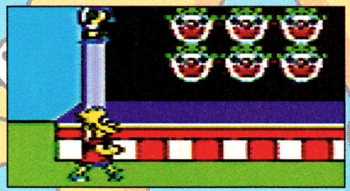
All the tricks and escapades that make the game such fun to play are included. There's the hoax phone call to Moe's Tavern, spraying the cinema audience and firing rockets at window, and that's just the first level.

This game is more instantly playable than the Mega Drive version and is a more impressive achievement. For that reason, the Master System version of *The Simpsons* deserves a higher rating. If you're one of the many Master System owners who's been waiting with baited breath for your version of *The Simpsons*, then rush out and buy this immediately – you won't be disappointed.

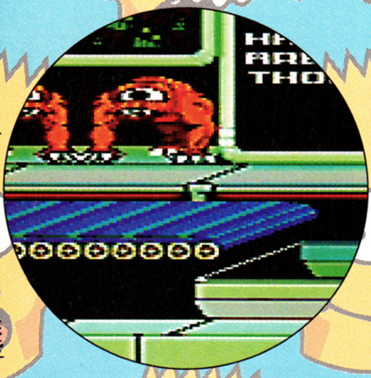
● Les "Barny" Ellis



Jump on this mutant and then spray the plant pot above. You have to get over 20 objects to clear the level so everyone counts. X-ray spex are active!



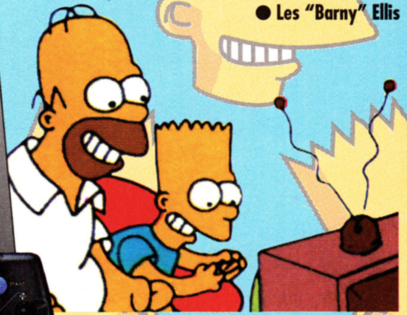
Use these sideshows to gain extra lives and other bonuses. It's worth wasting a few coins to gain the help.



BART vs GEAR

Playing *Bart* through the Master Gear convertor is no joke. If you really can't wait another few weeks for your own version, then you will have to contend with very small sprites and some items like coins that you won't even see. Be sensible, wait for the real thing.

GAME GEAR
SEGA



PROFILE

THE SIMPSONS ● FLYING EDGE ● £32.99 ● OUT JULY

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Acclaim UK
4 Walcote Place
Winchester
Hants
SO23 9AP
✆(0962) 877788

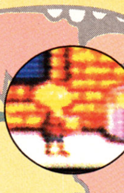
GRAPHICS ▲ Large, bright and colourful backgrounds. ▲ Easily recognisable characters.	91
SOUND ▲ Almost identical tune to the MD version. ▲ No speech but impressive spot effects.	85
GAMEPLAY ▲ Same compelling cartoon fun. ▲ Terrorising Springfield is great fun.	93
CHALLENGE ▲ It's tough enough to challenge all. ▲ Generous collision detection in places.	93

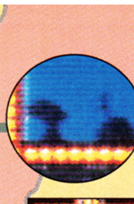
One of the top five games for the Master System!

PROSCORE 93

Matt Groening The Simpsons TM & ©1992 Twentieth Century Fox Film Corporation.

He echoes night dog.





THE SIMPSONS™
BART VS. THE SPACEMUTAN

HE SIMPSONS ● FLYING EDGE ● £29.99 ● OUT AUGUST

PROF

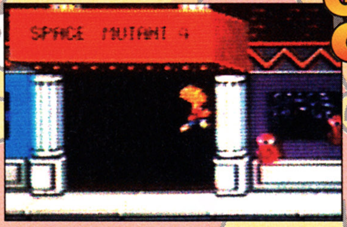
CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Acclaim UK
4 Walcote Place
Winchester
Hants
SO23 9AP
✆(0962) 877788

Game Gear owners have to wait a little longer for their own version of *Bart vs the Space Mutants*, but only a month. The last version of *The Simpsons* has been specially adapted to squeeze all the action onto the small screen.

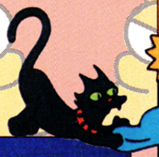
Graphically the game is identical to the other Sega version, with two minor differences: the characters that appear are all bigger so that you can see them on a small screen, and to keep all the dimensions accurate the buildings have been enlarged, which means the top has been neatly lopped off.

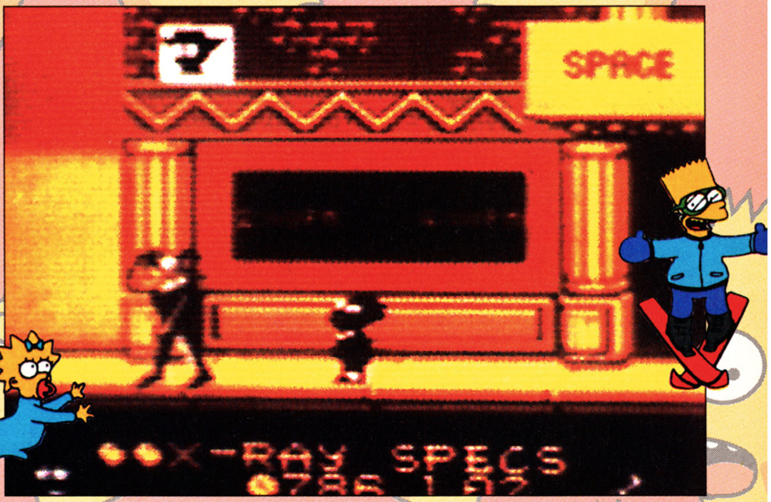
The latter change may seem strange, but all that has happened is the omission of the windows on the second floors. The only level this seems to affect is the first, but it's no great hardship. Aside from this, the graphics are of the same high quality as you would expect.



When the clock reads 200 or 400, the cinema doors open and a purple film watcher comes out. Spray him, dudes!

The music is a brave attempt to recreate something close to The Simpsons theme, but due to the little speaker, it doesn't quite make it. The frequent drum rolls and note scales bang away in the background, but don't add any real atmosphere. The effects, however, are some of the best I have heard on the Game Gear, with some great buzzes and blips.



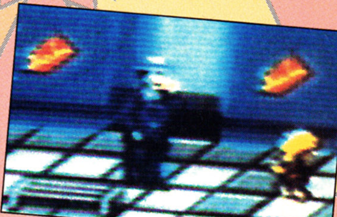


Even on the Game Gear the x-ray spex play an important part. The extra life is difficult to get, but much appreciated later on in the game. To reach it, do a big jump onto the bin and another long leap to swoop it from the top level. Note how the screen is more compressed on the GG.

The Game Gear version shares the same long levels as the others, but on the small screen they seem even longer – the museum level is a monster. It's a pity that the tricks and antics of Bart seem to be restricted to the first level. On the rest, he seems to just run and jump, with the emphasis on arcade skills and not strategy.

The Simpsons on the Game Gear is one of the hardest games I've played in a long while. It will keep you coming back again and again, just to see what the next bit of the level contains. A truly great Game Gear version that every hand-held addict should get hold of.

● **Les "Abdul" Ellis**



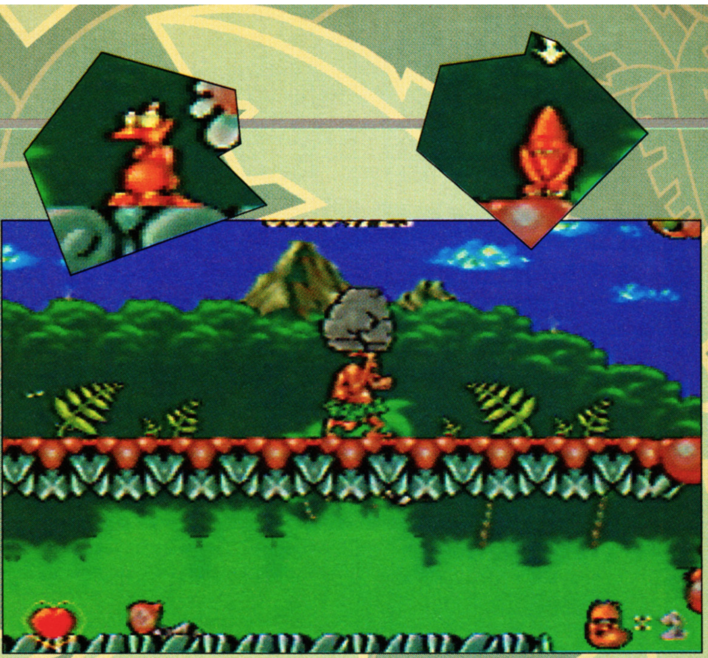
GRAPHICS ▲ Backdrops are massive and varied. ▲ Central characters are big and well animated.	90
SOUND ▲ Excellent effects, pushing the Gear's speaker. ▼ The music is slightly disjointed but recognisable.	79
GAMEPLAY ▲ Packed with plenty of humorous situations. ▲ Never gets repetitive, even on later levels.	92
CHALLENGE ▲ On the higher levels, every jump is tough. ▲ Terrifyingly long levels seem to go on for ever.	93
A high price but will keep you playing for ages and ages. **PROSCORE**	**92**

MATT GROENING The Simpsons TM & ©1992 Twentieth Century Fox Film Corporation.

He echoes night god.

Unga bunga! Everything was rosy in the Garden of Eden. Chuck was probably the happiest man alive (if not the *only* man alive) as he lived the simple life with his gorgeous cavegirl, Ophelia. Unfortunately, the evil Stone Age misogamist (ie, hater of marriage), Gary Gritter, envious of Chuck's good fortune, kidnaps the fair Ophelia, promising to do several extremely naughty things to her unless she submits to his overweight will.

Now Chuck, being an ape-man of action, just ain't gonna stand for that kind of foul play! He therefore sets out on a search to find Gazza over several levels of hostile terrain, beat his brontosauran brain in, and get Ophelia home again in time for T-Rex and chips!



They don't call him Chuck Rock for nothing. The large boulder which he holds above his mis-shapen head can be utilised as a weapon against the unwelcome advances of jungle predators.

Now I know why they call this game Chuck *Rock*. It has more to do with music than the throwing of stony projectiles. Immediately you turn on your Mega Drive, you're assaulted by an extremely funky groove, accompanied by the animated title screen, which shows Chuck and his band jammin' on down! Bass, lead, drums and keyboard player all flail their arms and legs about as they play. It's just a shame there's no guest appearance from Gary, singing "I ug, you ug, my only true ug, I ug, you ug, me ug!".

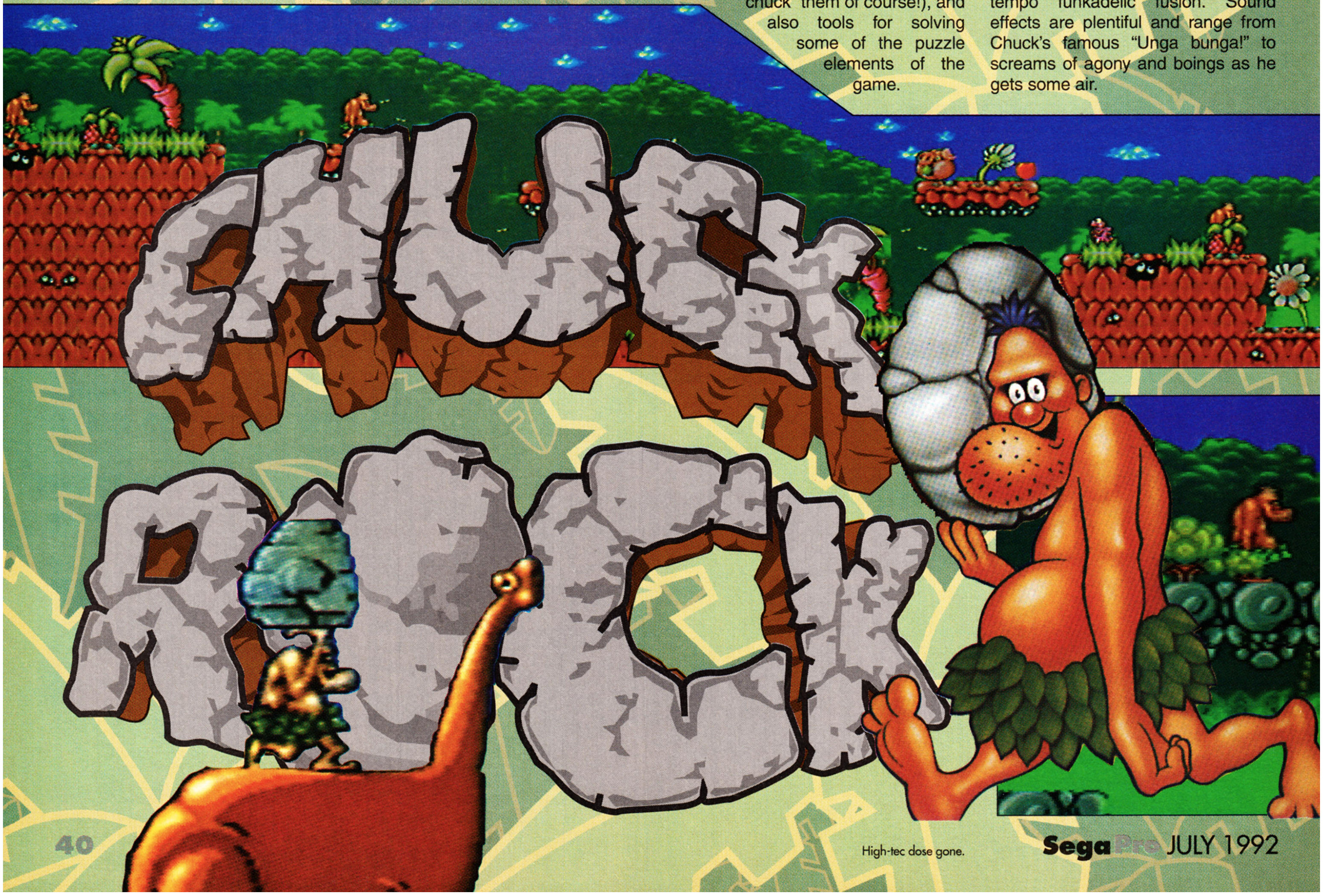
Options are limited to toggling the music and sound effects on and off, but I suggest you leave them both on as they're in no way distracting. Rather, they seem to enhance the feel of the game.

Graphically, *Chuck Rock* is spot on! The prehistoric backdrops, although cartoony, are fairly authentic. In the distance sit the obligatory volcanoes, shadowed by the primeval flora of the era, while the virgin sky is still ozone-blue.

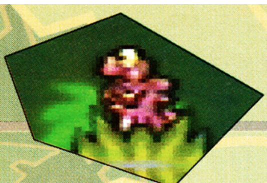
Chuck himself, although looking like he's just been hit with the ugly stick, is marvellously animated, swaggering along with his knuckles trailing on the ground. He can defend himself in several ways: unarmed, he can belly-punch his attackers à la Big Daddy, or give them a flying kick to their gruesome heads. He can also pick up rocks of varying sizes, which double up as weapons (you "chuck" them of course!), and also tools for solving some of the puzzle elements of the game.

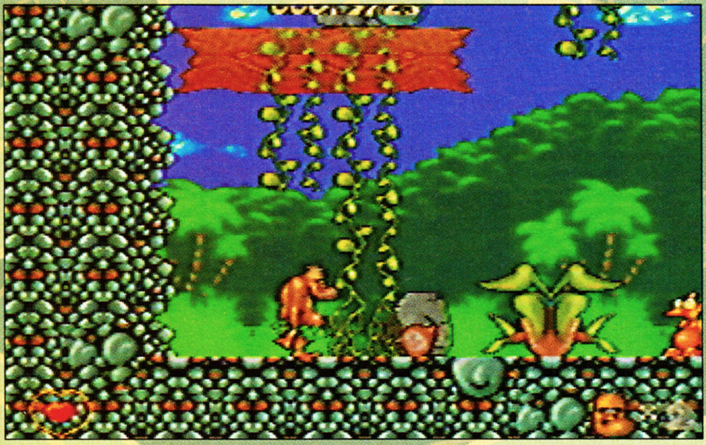
The rest of the sprites come in all shapes and sizes, ranging from tiny dinosaurs that swell to ten times their normal size just before having you for lunch, to huge mammoths whose heads rise far above you in the clouds!

Chuck's on the ball in the sound department too. The in-game music is a funkster's dream, being an up-tempo funkadelic fusion. Sound effects are plentiful and range from Chuck's famous "Unga bunga!" to screams of agony and boings as he gets some air.

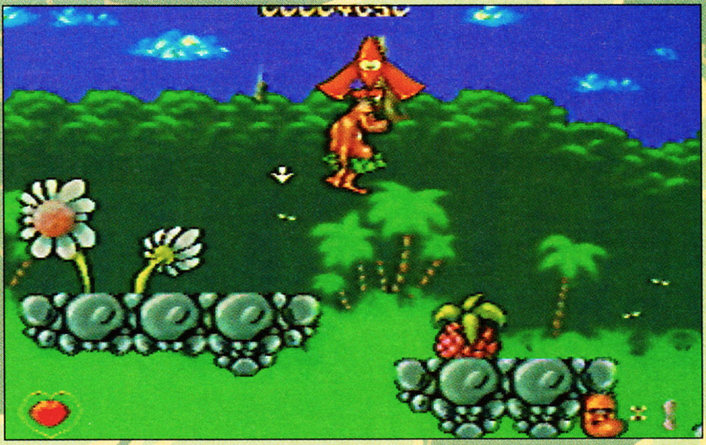


High-tec dose gone.





Chuck Rock doesn't just scroll horizontally. If you climb up the green vines, you will be taken to a totally new environment of platforms and clouds – it's a long way down if you fall!

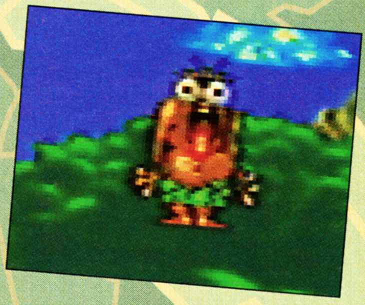


Here you are seen way above the ground amongst the floating platforms. Hold on for dear life as even a fat slob like Chuck won't be able to bounce back from a fall of this magnitude.

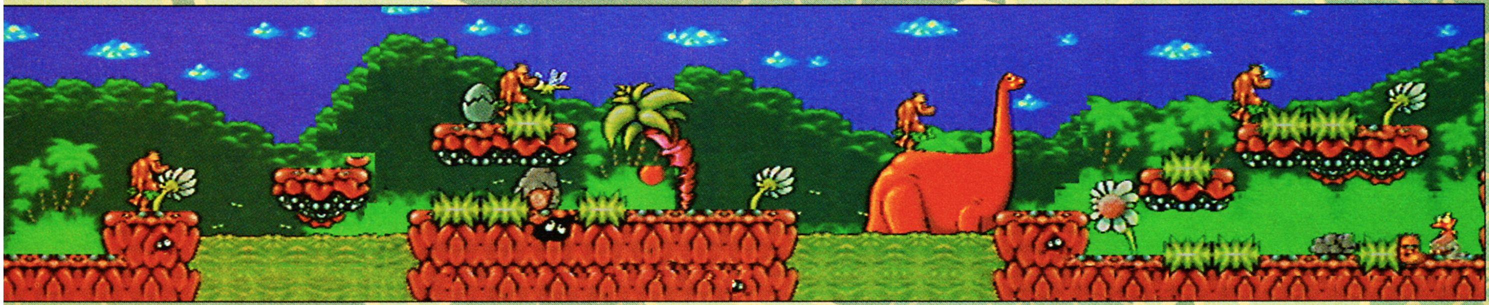
PROTIP To get past the killer plants, you'll need a large boulder. Throw it in their midst, and then jump on it and over. Easy-peasy!

Playability is more pro than con, with spot-on collision detection, and attention to detail such as Chuck's inability to jump efficiently when carrying heavy boulders. As well as jumping, he can walk, run, duck and even fly with the aid of a friendly pterodactyl! The levels are set out in several ways (some scroll from left to right and others go from down to up!) and have a fairly good difficulty curve. The only real downer about *Chuck Rock* is the unoriginality of the game. I have played several Stone Age capers across the formats in the past few months and they're all much of a muchness. Saying that, *Chuck Rock* is definitely a contender for the fur-clad, ax-wielding crown!

● **James "Captain Caveman" Scullion**



Ouch! Walk into the thistles dotted around the level and Chuck will be catapulted into the air.



PROFILE

CHUCK ROCK ● VIRGIN ● £TBA ● OUT SEPT

CART SIZE	8Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Virgin Games
338a Ladbroke Grove
London
W10 5AH
✆(081) 9602255

GRAPHICS ▲ Colourful and beautifully crafted backdrops. ▲ Huge range of killer sprites.	87
SOUND ▲ Dance your rocks off, Chuck. ▲ Unga bunga, he even talks!	88
GAMEPLAY ▲ Combination of platform and puzzler. ▲ Inspiring collision detection.	86
CHALLENGE ▲ Gets harder as you play! ▲ Each level reveals new (and nastier!) obstacles.	87

A fine game. Chuck's definitely king of the rock-pile!

PROSCORE 87

High-tech edge soon.

SAGAIA

MASTER SYSTEM

Darius is in deep trouble. The planet has been attacked suddenly and without mercy. With little defences, bar a battleship called Silverhawk, the Darians are in trouble.

The Silverhawk will be the key to their defence, and with crew members like Proco and Tiat Young at the helm Darius could be saved. The Silverhawk, which is currently on a peace mission, now has to travel back across the solar system to the aid of Darius.

The invaders' attack force is spread out across 12 zones and the only way through is to take them all on. With hundreds of ships in the enemy's arsenal, and an unlimited supply of bullets in their munitions dump, it ain't gonna be easy. But, hey, if anyone can do it, you can.

ARCADE
SEGA
Master System
TAITO
TAITO CORPORATION
SAGAIA

Extra special thanks go to *TV Games, 11 Castle Parade, Ewell By-pass, Ewell, Surrey KT17 2PR.* Tel: (081) 7867816. Good old Jason "17-4" Henton took a break from being thrashed at EA Hockey to pop this little "beauty" in the post to us. Cheers, Jase, don't call us, eh?

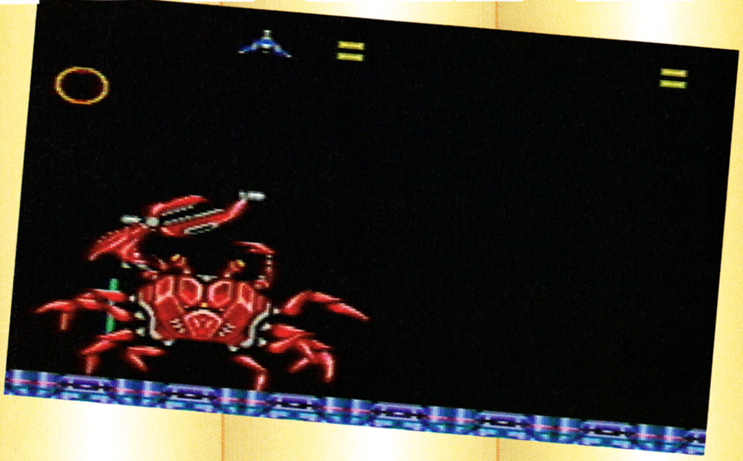
It is safe to say that this game will never appear in the ProGuide to Shoot-'em-ups. A diabolical rip-off is putting it too lightly. Shoot-'em-ups need some pumping sound, eye-pleasing graphics and well-hard blasting gameplay. *Sagaia* has none of the above.

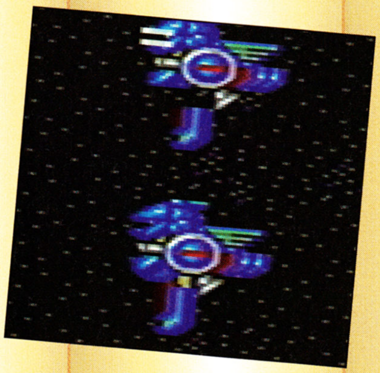
The graphics, with the exception of the guardians, are on the small side with very little detail. Things get real bad when there are loads of alien ships onscreen as it's very tough to distinguish them from the bullets.

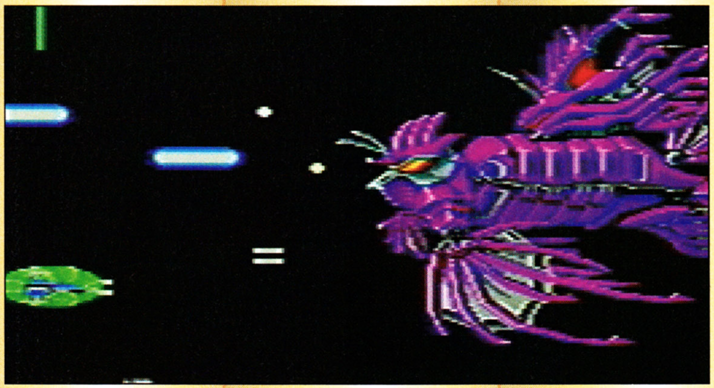
Sagaia also suffers badly from screen flicker. You will notice as you are progressing through the levels that the enemy have a nasty habit of blinking out of existence and then returning just in time to kill you. This is very annoying and smacks of lazy Sega playtesters. The level guardians are big – in some cases very big – but are too bland with little colour.

As far as music goes, I think someone must have forgotten to put some in. You get a brief six note riff at the start of the game and that's yer lot. Even the Master System can manage more than that; it's just lazy programming as far as I'm concerned.

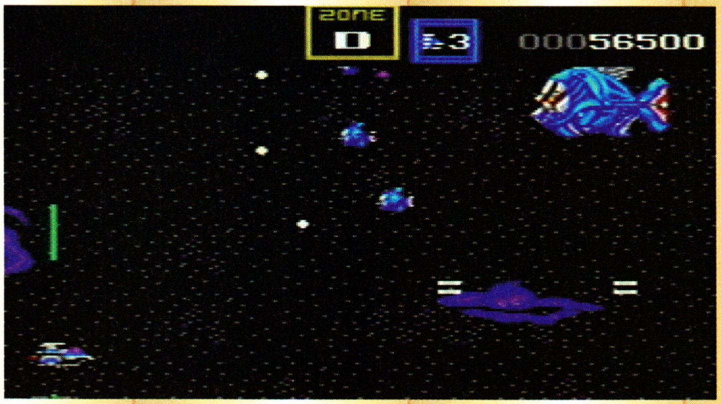
The sound effects while you are blasting away are limited to a few beeps and pings. What is wrong with putting some nice explosions in there? You get much more satisfaction from a massive explosion when



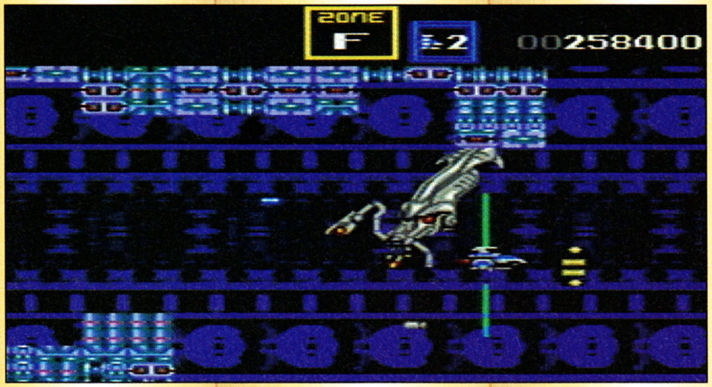




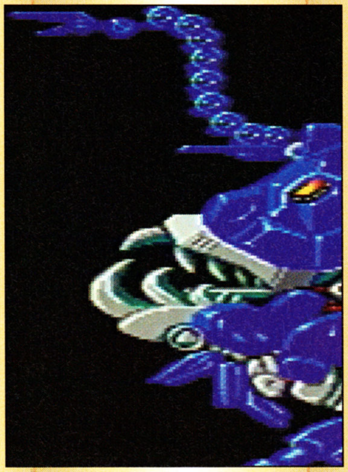
Luckily, you saved your sheild till the end of level one and now have the odds in your favour against this pink monstrosity. But he's got a trick up his sleeve... Once you think you've killed him, the screen flips around and he starts to attack you from behind.

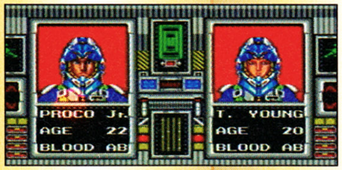


His decent egg, ho ho.

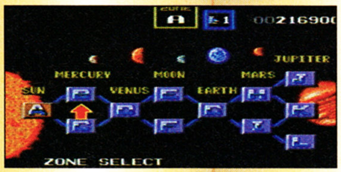


While there are many power-ups in *Sagaia*, they are also pretty easy to come across. Here you are equipped with vertical firing, which is ideal for this level as monsters come out of the ceiling to gobble up your ship. Standard arms include a forward firing turret and bombs.

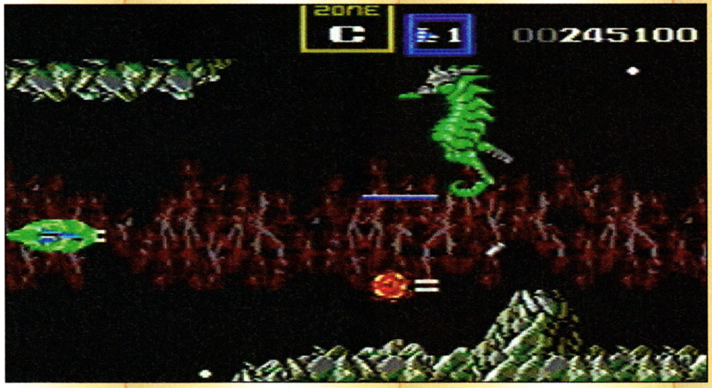




The two brave pilots must fly the Silverhawk back to Darius to save the planet.



At the completion of each level, you are able to choose which planet you fly to next.

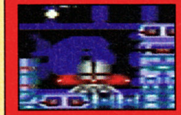


Here you have picked up the all-important sheild on Zone C. Logically, this sheild can only take a certain amount of hits. Therefore, even with this you should still be avoiding bullets and saving your sheild for the end-of-level confrontation – not that you'll need it as the guardians are really easy.

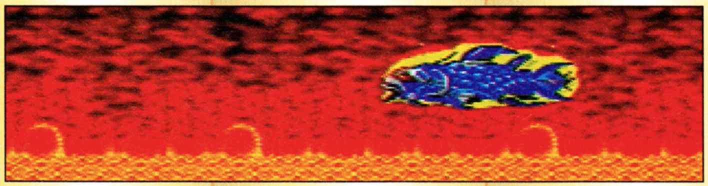
SAGAIA GEAR

While the graphics of a MS game on the smaller GG screen always look better, they can also suffer from their compact nature. The main game is still as playable, but when you fly over complex backgrounds, the enemy's bullets are very hard to see. The planet selection screen is impossible to make out.

PROTIP



Every so often this craft will appear. When it does, concentrate all your fire power on it when it blows up, all the enemy craft will be destroyed giving you a brief respite from their pale onslaught.



you shoot something than you do from a hail of pixels onscreen.

All these deficiencies could be forgiven if the gameplay was up to scratch, but it isn't. Initially, *Sagaia* is quite playable as you zip through blasting anything that gets in your way. Then the screen flicker cuts in and you start to die needlessly. The levels are pretty short and dead easy to get through. The challenge doesn't start to kick in until the end of level five, by which stage it is too late because you are at the culmination of the game.

The level guardians are the easiest and slowest I have ever come across. Their firing patterns are sluggish and so predictable. You will find that after a warm up game you very rarely lose a life on the level guardians. The skill factor may well be aimed at younger players but it is still far too easy. Once you start powering up your ship – which doesn't take long – it soon spells destruction for the enemy.

When compared to the likes of *Xenon II*, *Sagaia* pales into insignificance. There is not enough challenge to keep you coming back for more. It's slow, sad to look at and even sadder to listen to. What a sad game...

● **Les "sad man" Ellis**

PROFILE

SAGAIA ● TAITO ● £32.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	12
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

GRAPHICS 41
- ▼ Small characters and very bad screen flicker.
- ▼ Not enough variety in the aliens; little colour.

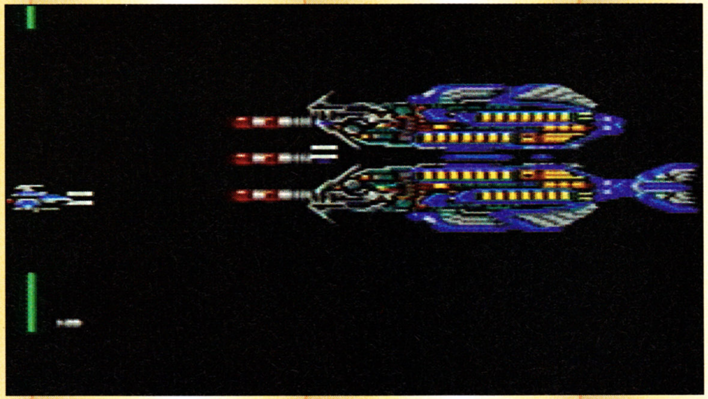
SOUND 08
- ▼ No music whatsoever, even on the title screen.
- ▼ The sound effects are terrible.

GAMEPLAY 22
- ▼ Easy to pick up.
- ▼ Glitches and boredom soon take over.

CHALLENGE 30
- ▼ Short and easy levels offer little challenge.
- ▼ The guardians are no trouble.

This rates as one of the worst Master System games for a long time.

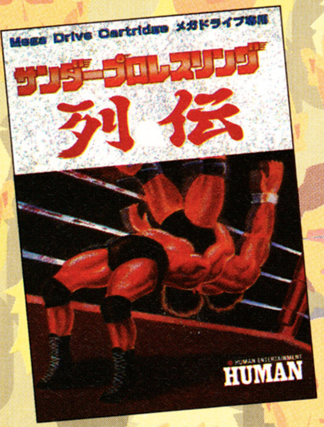
PROSCORE 23

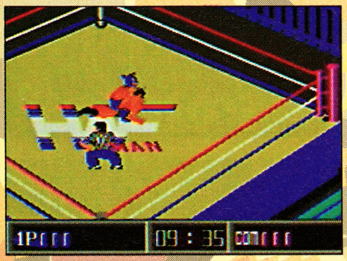


His, he he, cogent god.

Wrestling has become seriously popular over the last few years, and a world-wide fascination continues to grow for this weirdest of sports! Extremely fat and extremely muscular men are paid massive amounts of money to dance around a ring cheek-to-cheek, wearing next to nothing. In years gone by the wrestlers called the shots, but now, with big money at stake, the most important member of the team is the choreographer, and everything is preplanned to look good and hurt as little as possible!

Luckily, this is not the case with computer wrestling. Players are urged to become as sadistic as they can, with the sole intention of inflicting as much pain on the opponent as is legally permissible!





Above: submit, submit! Never! Not even if you break my back! Crunch! Ouch! Okay, I submit!

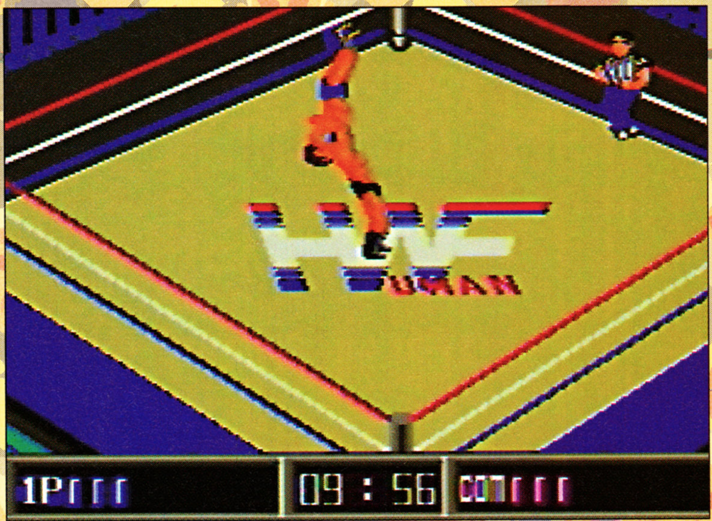
I'm not particularly fond of wrestling, but seeing as Les (a real fan – he whistles all the tunes) usually gets to enthuse about anything WWF, it makes a change to get a review from an impartial observer. In fact I find the whole rigged set-up rather farcical. I am aware, though, that the "sport" does have a huge following, and that plenty of fans await a good computer simulation of their fave rave. *WWF*, the definitive grapple game from Acclaim, will be hitting the Mega Drive in the autumn, but for now the action centres around the trickle of clones that are making their way from Japan.

Powering up, you are presented with the rather spartan options screen which allows you to configure your joypad to your favourite position. There are four modes of play: World Championship, Exciting, Elimination and Handicap. One player can face a single opponent or a tag team, and two players can wrestle each other or team up themselves against a computer duo.

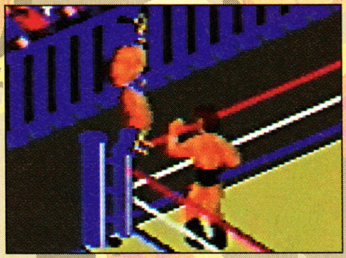
Choice of player is from a bank of 12 nicely-drawn but suspiciously familiar-looking chaps (I'm reliably informed that these guys are straight outta the WWF), and the logo in the centre of the ring, HWF, is a blatant rip-off too!

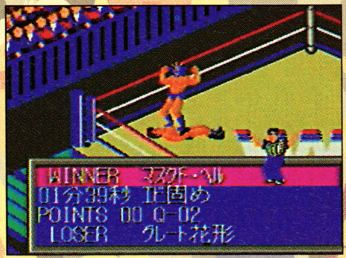
Graphically it's a let-down. The visuals are straight out of an 8-bit machine, with low-res, jerky characters, and a lifeless backdrop. The referee roams the ring aimlessly, and the audience is made up entirely of semi-animate clones. Visual effects are few, but the bounce-off-the-ropes move is worthy of a mention, as is the ability to fight outside the ring.

The music isn't half as bad as the gameplay, with 20 fast 'n' furious Jap-rock tracks to choose from. It's the kind of music set to the action sequences in Jackie Chan movies. The in-game sound effects are limited to a few grunts, groans and crunches, which, unfortunately, are for the most part inaudible above the music.

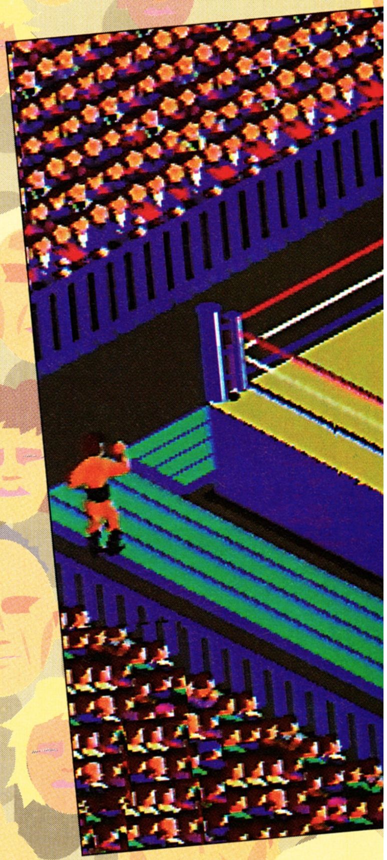


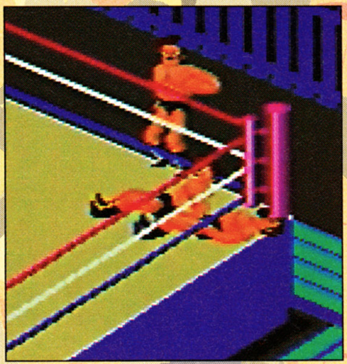
Above: As the legendary Eddie "It's a Knockout" Waring once said: "It's an up-and-under!"





Top: okay sucker, are you ready for my super surfin' bellyflopper?
Above: haw haw! Obviously not, Mr Skinny. Try some crash weight gain. Les swears by it!





Control is exceptionally fiddly, and not helped by the Japanese manual. There are several moves you can pull on your adversaries, including what look like a half- and full-nelsons, boston crabs galore, and several types of throw, kick and punch, plus some pretty illegal-looking ones.

Thunder Pro is quite a challenging game, not only because of the Japanese instructions, but also due to the computer being a well-practised exponent of the grip-'n'-grapple game. You'll need plenty of training before you can beat him, and that's

Dave "Eat-'em-alive" Perry says "Grrrrr! I'm tough, I am!" Don't argue or he's liable to cry!

Les "The Mask" Ellis does NOT use steroids! Makes you wonder just how he got those pecs, though.

Damian "Scowling" Butt pumps iron 12 hours a day – but what else does he pump?

James "Beefcake" Scullion is trying to change his image. And boy does he need to!

Richard "King o' the burgers" Monteiro has just acquired his own ex-Hollywood dietician!

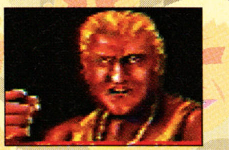
Dom "The Bomb" Handy warns of the dangers of drugs. "Look what they did to me!"

Do so, high-tech gene.

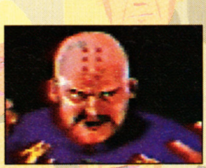
AVAILABLE IN JAPAN

The Mystery Reviewer just won't take off his mask! "Then you'd know who I was" he (or she) quips.

Andy "Nails" Smales eats children for breakfast. More like jelly babies, we say!

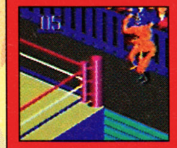

Di "No Messin" Tavener's speciality is the rabbit punch. We don't recommend you try it!

Melanie "Melons" Turner has one ambition. To thrash the Buttster out of the ring (and into bed)!

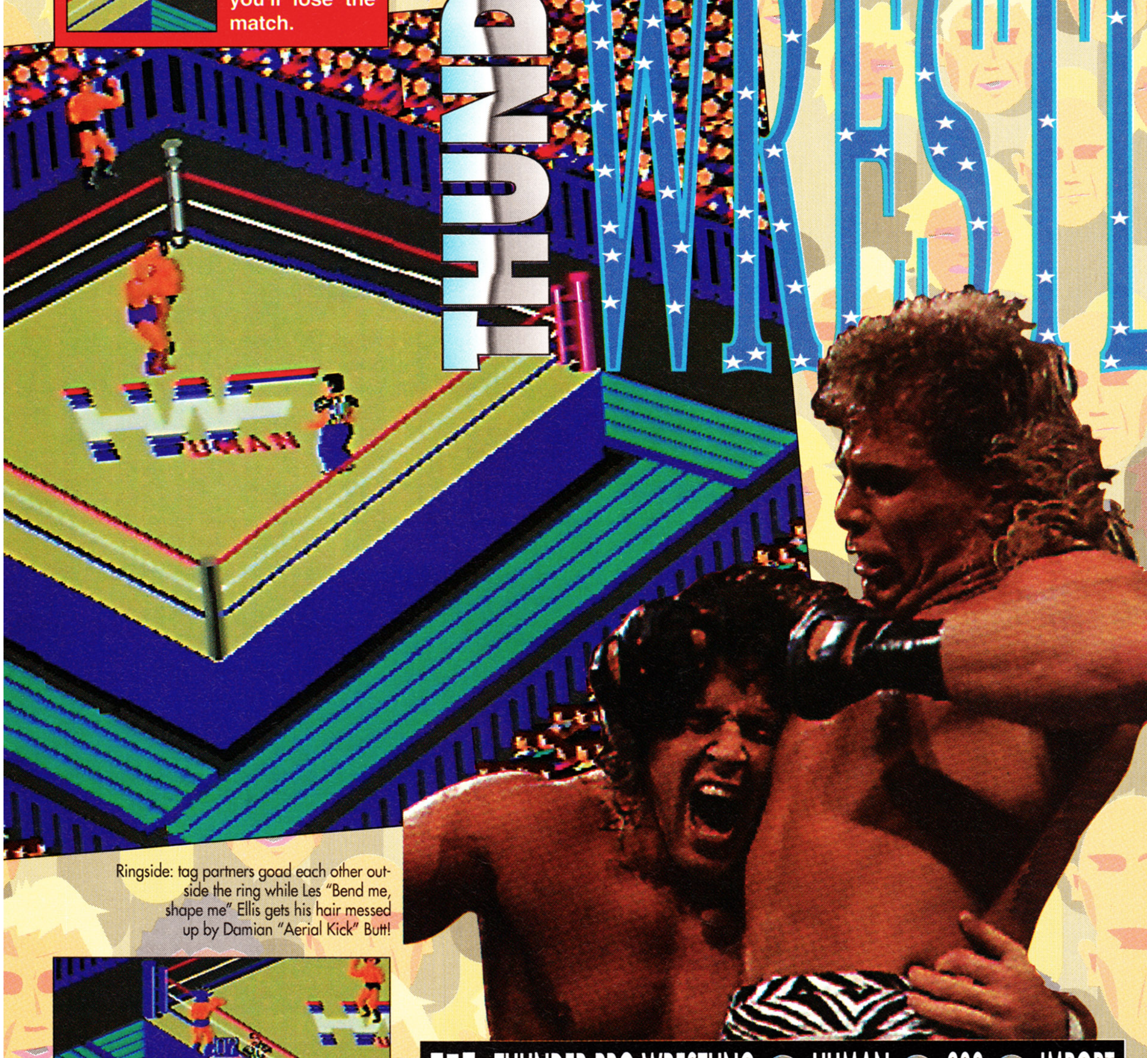

Di "Bite it off" Monteiro is the other half of the infamous tag team: The Mont-heroes

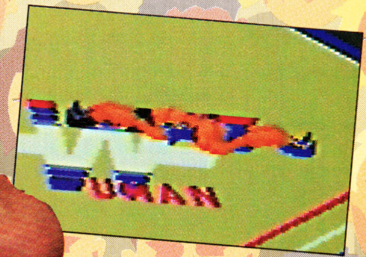
Dominik "The Waggler" Diamante is obviously a pseudonym. What is his true identity? Who knows!

PROTIP If you're fighting out of the ring, get back in before 20 seconds have elapsed or you'll lose the match.



THUNDER PRO WRESTLING

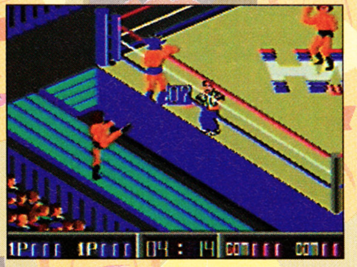

Ringside: tag partners goad each other outside the ring while Les "Bend me, shape me" Ellis gets his hair messed up by Damian "Aerial Kick" Butt!



after you've worked out what button does what!

With several wrestling games already out, and more to follow, including the long-awaited *WWF*, *Thunder Pro Wrestling* can only be described as an also-ran in the wrestle-'em-up stakes.

● **James "McManus" Scullion**



Above: check out the goose-stepper to the left! While he's stompin' around outside the ring, his opponent craftily wins the match!

PROFILE THUNDER PRO WRESTLING ● HUMAN ● £32 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	11
SKILL LEVELS	3
FEATURES	teamplay, versus

SUPPLIER
Kingbit Games
The James Thin Building
57 George Street
Edinburgh
EH11 2DA
✆ (031) 2257682

GRAPHICS ▼ We've seen better on the Master System. ▼ Mega jerky; simple ring graphics.	55
SOUND ▲ Some respectable tunes. ▼ But they overpower the meagre effects.	65
GAMEPLAY ▼ Control method is impossible to grasp. ▼ Just one or two half-decent moves.	45
CHALLENGE ▲ Computer opponents are tough. ▼ Challengingly boring.	70

No sparkle and no life in this poor excuse for a wrestling challenger.

PROSCORE 57

Echo heightens God.

MD & MS

"Good afternoon, everybody. You're tuned into SegaProTV, and this is Larry Csonka reporting from Barcelona, host city of the Olympic Games 1992. We're here to give complete, uninterrupted coverage of each and every one of the challenging events that comprise this year's Games. But first over to my illustrious co-host, Mike Adamlee."

"Thanks, Csonk, and hello viewers! Today the events we'll be looking at comprise the 100m sprint, the hammer, archery, the 110m hurdles, pole vault, high diving and finally, staying poolside, the 400m freestyle. All of these events require plenty of skill, stamina and endurance, and we all know just how hard the athletes have trained all year for the chance of this, the highest sporting accolade... an Olympic Gold!"

The intro begins with the final marathon runner lighting the torch which burns for the length of the Games. Then comes the freeing of the white doves, and the Games begin. What better way of setting the scene for this magnificent event?

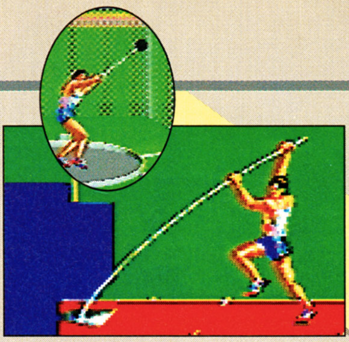
The most surprising thing about *Olympic Gold* is the almost complete similarity between the 8- and 16-bit versions. The programmers have gone to great lengths to reassure Master Systemers that their machine is still alive and kickin'!

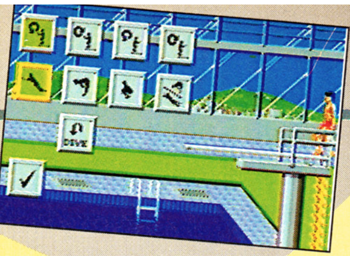
Differences between the two are limited to the size of the sprites (larger on the Mega Drive), and the amount of lanes in the race sections. Obviously, the sound and graphics are superior on the Mega Drive, but the overall gameplay remains the same for both formats.

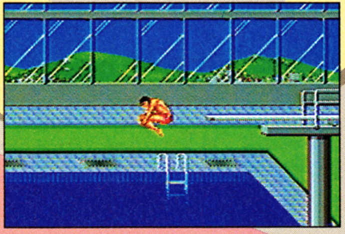
All seven events have their roots firmly embedded in the sports sims of old (*Hyper Sports, Daley's Decathlon*, etc), and reprise those aged games perfectly.

Character animation is excellent on both versions, and a colourful, packed stadium is well-crafted as the background setting.

Soundwise there's not much to go on. A suitably pompous tune blares in between events and a medal win

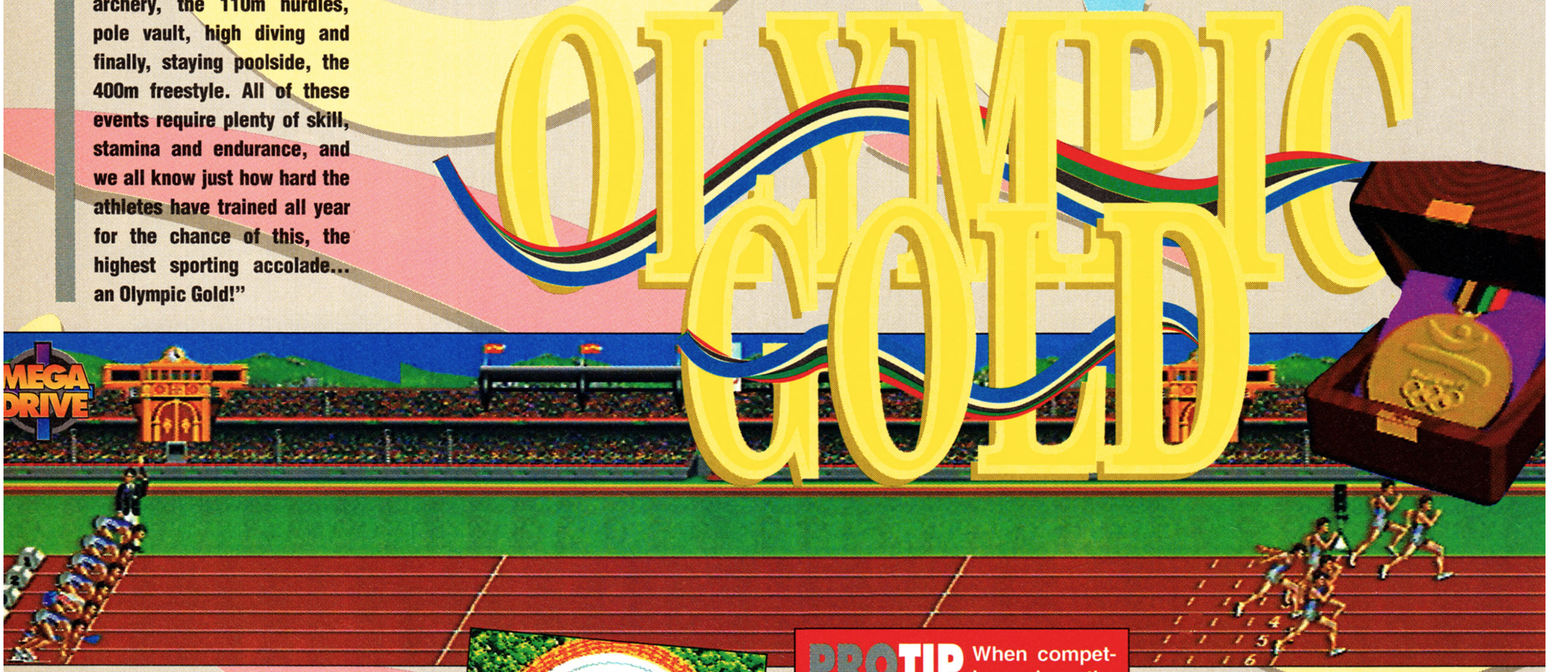


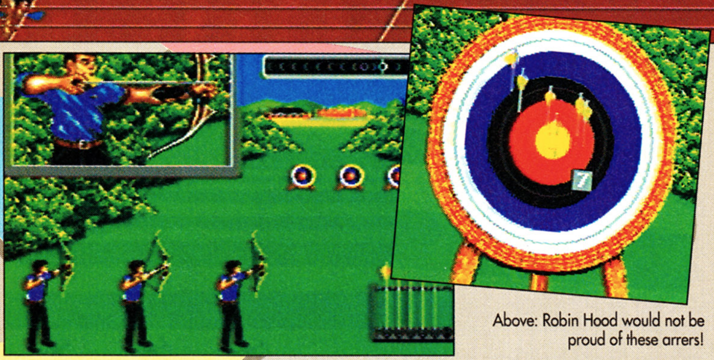




Above: "Oi, you! I've already told you about dive-bombing! Any more and you're out of the pool, do you hear me?"

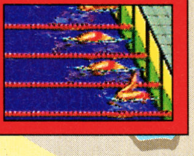
OLYMPIC GOLD

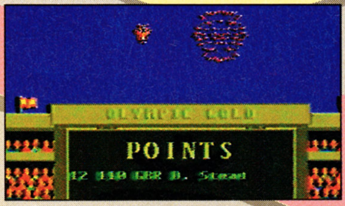




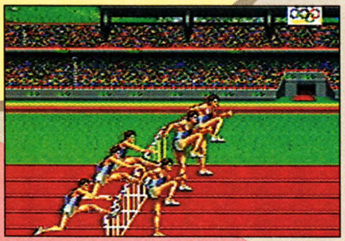
Above: Robin Hood would not be proud of these arrers!

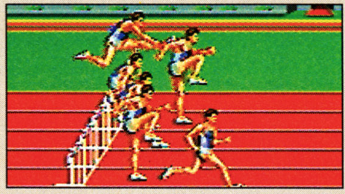
PROTIP When competing in the 400m freestyle, keep a regular pace till the last 50m. If you speed off at the start of the race you'll be knackered halfway through and have to stop dead, thus losing the race!



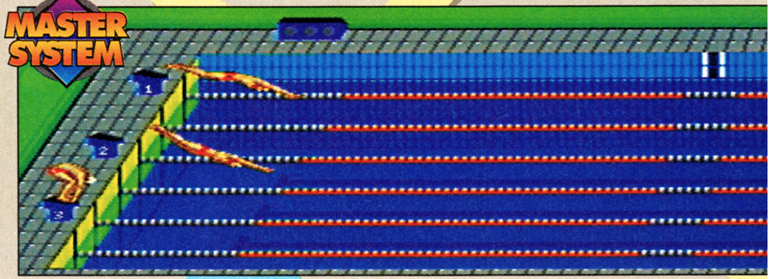


Above: whether you win or not, at the end of the Games, you're given a spectacular firework display!

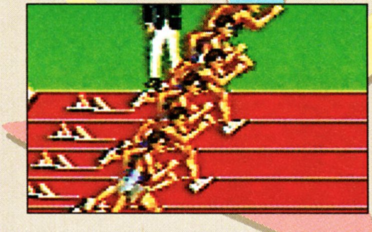




Above: and here we see Les in the lead, closely followed by dynamic Damian and speedy Scullion.



Chest going, oh! heed...



results in your national anthem being played, not forgetting the Coca-Cola theme tune played intermittently throughout the games (they are, after all, this year's sponsors). Effects are more varied, with each event having its own particular in-game noises. For instance, the thud of your arrows hitting home in the archery, and the ba-doinggg of the springboard in the diving contest, not forgetting the roar of the crowd as a good move is pulled off!

This is a game for all nations, with a choice of eight different languages to choose from, and the playing of your chosen nationalities' anthems on the occasion of you receiving a medal.

Most of the events are based on the waggle-as-fast-as-you-can principle, with the waggling replaced on the joypad by battering a couple of buttons as fast as is humanly possible! Others rely on a touch more skill, with the correct sequence of button presses necessary for a respectable showing.

All of the events are good, challenging fun, but a couple stand out on both formats, my particular favourites being the hammer and the archery. Getting to grips with the hammer relies on a combination of speed and coordination for a decent throw, and winning the archery depends purely on accuracy. The crosshairs wiggle about as if you've had one too many, and a wind hazard adds to the difficulty. The other events are also great fun, but I had some difficulty with both the diving and pole vault. The diving because everything happens with blurring speed, making the correct move rather hard to execute, and the pole vault because of the complexity and skill associated with the sport. To me, though, this all adds to the authenticity of the game, as the generally recognised harder sports were actually harder!

There are three skill levels, which really reflect the difficulty of competing at the club, national and Olympic standard. Your club opponents are fairly easy to beat, but at Olympic level these guys just aren't messin' around! Luckily there's a full training schedule which you have the option to partake in, and it's advisable to do so if you want to get to the top!

Being a big armchair sportsman, I derive a great deal of satisfaction from sports simulations, and if you do too, then *Olympic Gold* is a must!

● **James "Bannister" Scullion**

GRAPHICS **84**
- ▲ Smooth sprite animation throughout.
- ▲ Realistic and relevant backdrops.

SOUND **71**
- ▲ Sound effects are great but spartan.
- ▲ A wide range of tunes.

GAMEPLAY **82**
- ▲ Grab your friends and gather round.
- ▲ Many events means much variation.

CHALLENGE **85**
- ▲ Choose club standard for a breeze.
- ▲ You have a tough time on Olympic standard.

Welcome, sports fans, to the best game of its type on the Mega Drive.

PROSCORE 81

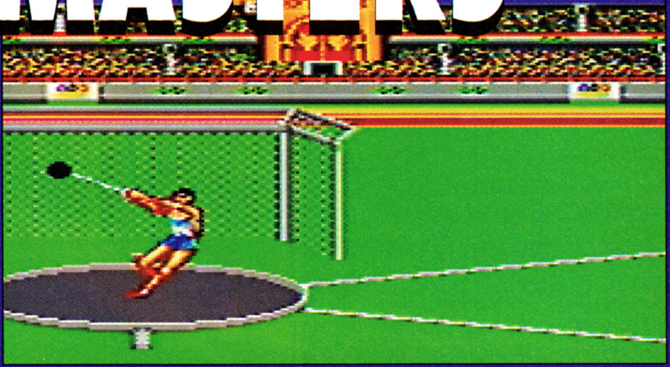
PROFILE

OLYMPIC GOLD ● US GOLD ● £39.99(MD) £34.99(MS) ● OUT NOW

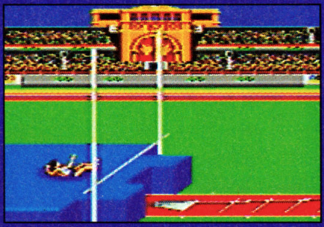
CART SIZE	4/2Mbit
PLAYERS	4
STAGES	7
SKILL LEVELS	3
FEATURES	versus

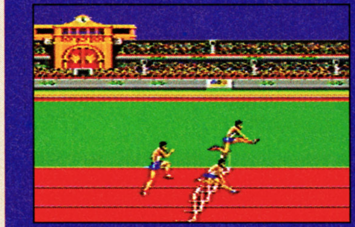
SUPPLIER
US Gold
Unit 2/3, Holford Way
Holford
Birmingham
B6 7AX
☎(021) 6253388

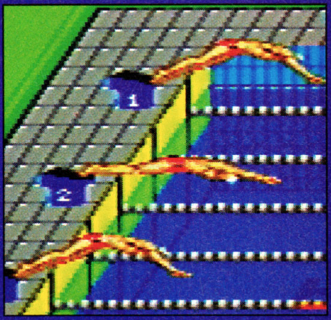
SPORTS MASTERS



Above: dizzy, my head is spinnin'! Actually, my whole body is spinning, and I don't feel too well! Can I sit this one out, please?







Top left: will anyone ever make the pole vault? As you can see, James didn't!
Left: keep those knees up for that perfect hurdling technique!
Above: a clean start here as the 400m freestyle gets underway.

SPORTS GEAR

Game Gear owners, stop! Don't bother with playing this through the Master Gear, the graphics are tiny. Just as well US Gold have already thought of this problem, and plan to bring out a special Game Gear version which we'll be reviewing next issue.

GAME GEAR
SEGA

GRAPHICS **81**
- ▲ Some excellent animation on all events.
- ▲ Good backgrounds packed with detail.

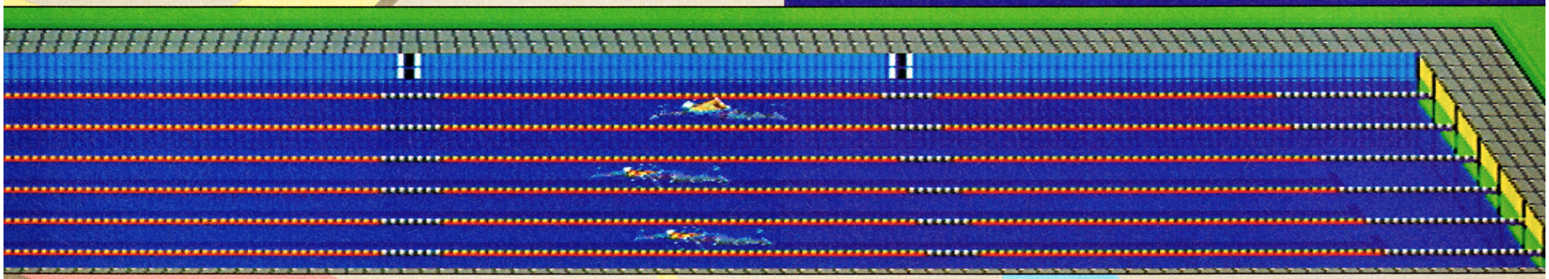
SOUND **52**
- ▲ Title music just about scrapes it.
- ▼ Atrocious rendering of national anthems.

GAMEPLAY **82**
- ▲ Plays just like the Mega Drive version.
- ▲ Lots to learn and perfect in varying styles.

CHALLENGE **86**
- ▲ More difficult than Mega Drive version.
- ▲ Easy for beginners to get competing.

Relive those oft-missed Speccy days with *Olympic Gold*.

PROSCORE 80



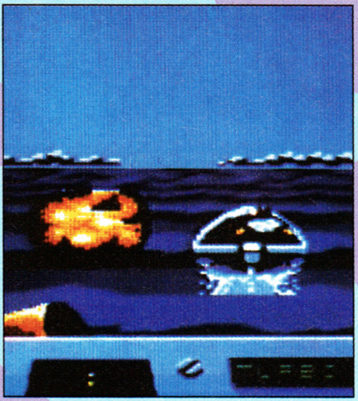
Choose the hedging.

Out Run EUROPA

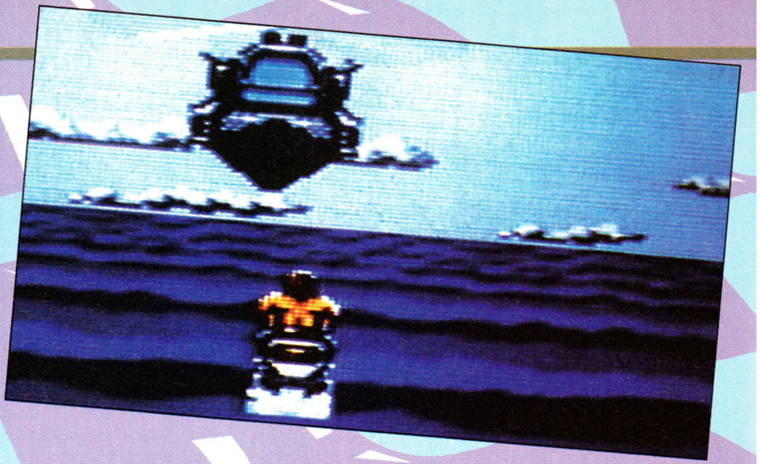
Will the *Out Run* series ever cease? In this version, not content with the obligatory Ferrari, you have to negotiate your way across Europe, to recover top secret documents stolen from your possession, with the aid of a variety of weird and wonderful petrol-driven machines.

Beginning with a Yamasaki 2000cc motorcycle, you then transfer to a jetski, Ferrari F40, and hyper-performance speedboat. All are equipped with plenty of turbos, and have uridium-shielding (necessary for those all-too-common high-speed collisions!).

If a time limit and enemy hit men weren't trouble enough, the police are on your tail, in the mistaken belief that you're a desperate criminal (as if!), and are determined to stop you before you reach your goal!



Yeah, now this is the sort of transport a top secret agent deserves – pity you had to steal this speedboat in your pursuit of the thieves.



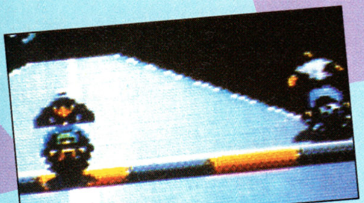
The main thing I look for in a new release, apart from sheer playability, is downright originality, and too much Sega software nowadays is just a rehash of an old story, with a few new elements thrown in to disguise that fact. Unfortunately *Out Run Europa* could easily join this category. There are just too many decent driving games already on the market to justify a new one, unless it is staggeringly good! *Europa*, whilst remaining fairly playable, is a pointless exercise. The format just isn't taxing enough; steering left and right while firing every now and then holds minimal fascination for me.

Graphically, *Europa*, although unexceptional, is well presented. The statics are clear and colourful, and tie in well with the storyline. The road undulates smoothly left and right, and rollercoasters up and down too. Buildings and other off-road obstacles flash by in technicolour as you sail past, but a strange thing occurs as you reach certain speeds; everything becomes static, in a similar fashion to the wagon wheel effect (where the wheel seems to be rotating in the opposite direction to the vehicles travel) – weird!

There's not much to go on musically. The tune is your average *Out Run* driving ditty, which, annoyingly, can't be deactivated in-game. The sound effects are pretty limited too, the most authentic being the police siren as they attempt to pull you over. Others include a skidding sound during heavy cornering, and a turbo noise as it cuts in – neither are too convincing.

Added extras in the game include the ability to punch rival motorists off the road (à la MD *Road Rash*), and the bolt-on bazooka that attaches to the jetski. This is necessary for dispatching the police helicopter that harasses you as you attempt to cross the English Channel. These do beef up the game, but fail to really excite. Still, it's better than *Chase HQ*...

● **James "Hammerite!" Scullion**



GRAPHICS ▲ Above average detail in levels. ▼ Scrolling gets blocky at times.	**78**
SOUND ▲ A couple of convincing effects. ▼ Decidedly average tune.	**65**
GAMEPLAY ▲ As good as anything else like it. ▼ Very repetitive and monotonous.	**77**
CHALLENGE ▲ As good as anything else like it. ▼ Very repetitive and monotonous.	**72**
Competent but uninspired. *Out Run* groupies only. **PROSCORE**	**74**

PROTIP To avoid being pulled over by the rozzers, either weave from side to side and wait for an opening, or wait for a space and hit the turbo.

PROFILE

OUT RUN EUROPA ● US GOLD ● £TBA ● OUT AUGUST

CART SIZE	2Mbit
PLAYERS	1
STAGES	5
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
US GOLD
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Holford
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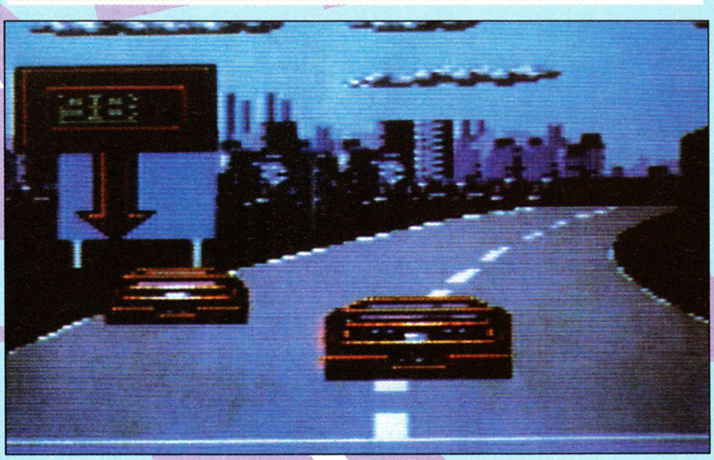
B6 7AX
✆(021) 6253388



You play a secret agent travelling throughout Europe on any vehicle you can get your hands on. Despite this depiction of a car here, you spend most of your time on/in other vehicles, like motorcycles and boats. In keeping with the other *Out Run* games, you drive a Ferrari.

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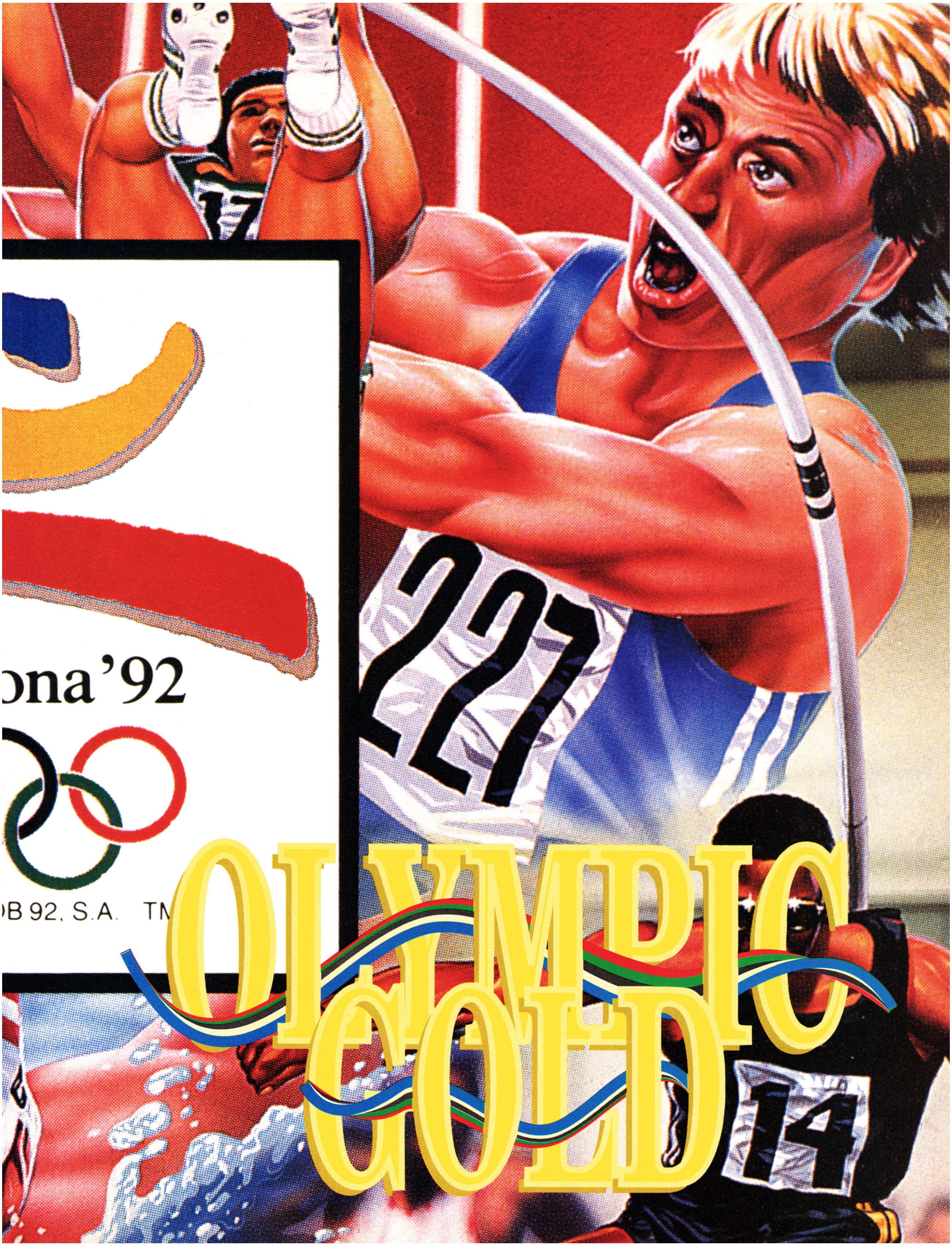
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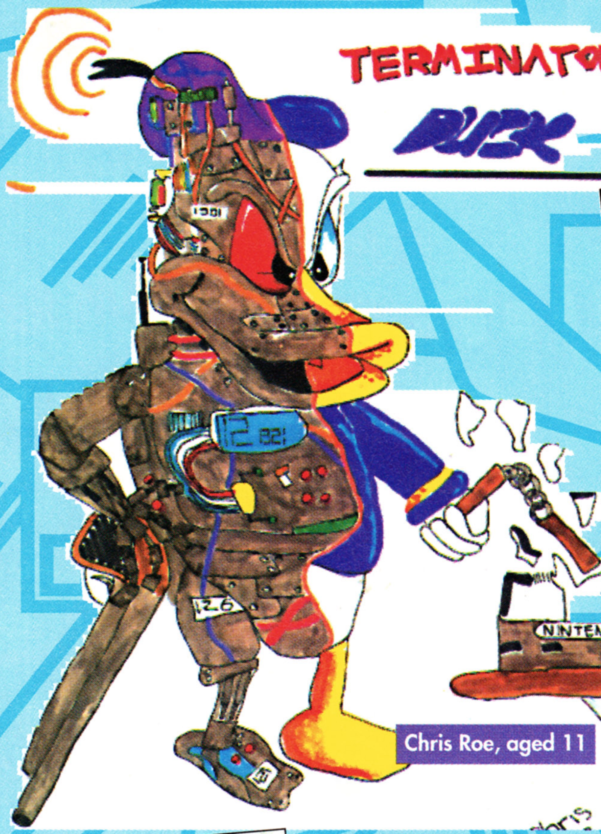
pro test

Stop! Are you upset about something? Has something about Sega been bugging you for ages? Well don't keep it all bottled up inside you, share your thoughts with us here at SegaPro and the thousands of fellow readers who tune in every month to catch up on the Sega gossip. Sender of the best letter will win a limited edition SegaPro T-shirt. The same goes for the best – and most original – piece of art we receive. Send your bits and bobs to *ProTest!, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* No personal replies are possible and sadly no artwork can be returned.



Chris Roe, aged 11

MS BEATEN UP?

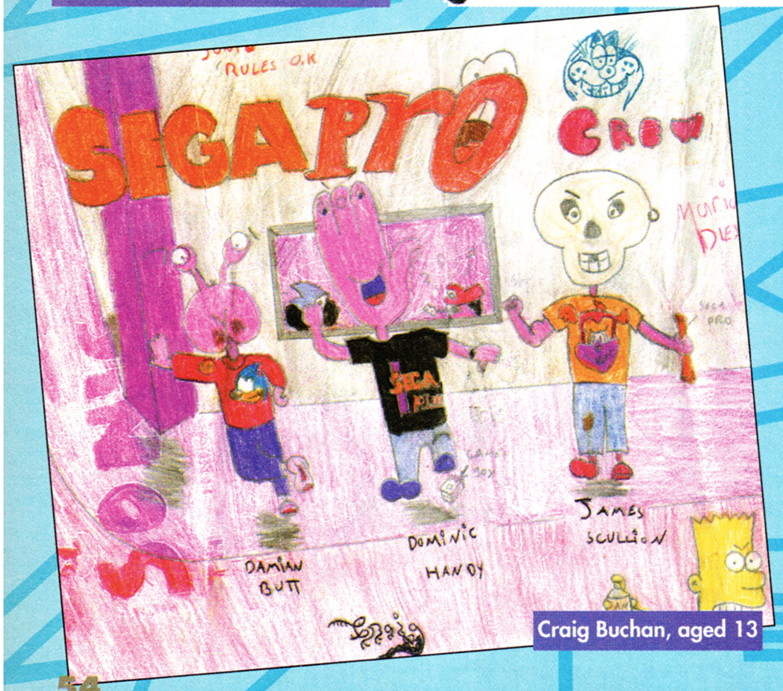
Dear SegaPro

I own an Amiga and my brother owns a Master System II. I bought issue eight of your totally excellent mag and saw your nifty little A-Z book of games and thought to myself, why are MS beat-'em-ups so sad? Good beat-'em-ups are *Final Fight, Street Fighter 2, Streets of Rage* and *Two Crude Dudes* where you can hammer your opponents and get away without a scratch, but looking through your A-Z it seems if you're looking for good beat-'em-ups, you'd have to look elsewhere.

Sega produce brill platforms like *Sonic, Asterix, Psycho Fox* and the *Wonder Boy* series. It's a shame they can't do the same for beat-'em-ups. I am going to buy *Heavyweight Champ* in the hope that it may satisfy my wants and needs, but if you can recommend something else, I would be very grateful.

Peter Cliff, Widnes

There are some good beat-'em-ups on the Master System, but you have to look hard. Coming in September is Ninja Gaiden, and following in November is Pit-Fighter. So even though there's not much around at the moment, there's plenty to look forward to.



Craig Buchan, aged 13

TIME FLIES

Dear ProTest

Having read the vast amount complaints about the watch given on the cover of issue six, I had to write. I work in the building trade and have worn the watch for over a month now and have had ladders, bricks and various other building equipment and materials knocked against it, and it still looks as good as new, give or take the odd paint spot.

The readers which complained must have tried their hardest to break or damage the watch – what the heck do they expect for an extra pound, honestly, a gold-plated, blast-proof, titanium Rolex?

So come on, people, give it a rest, quit moaning and look after the poor watch. Don't put it under daddy's car or in the bath.

Karl Spencer, Hitchin

PS: Any chance of a T-shirt to wear on the site. It would make the plumbers and chippies green with envy. Please?

Dave's dad wears his watch while doing the gardening and Dom even took his watch to Sears Tower in Chicago (the highest building in the world), and both watches still work perfectly. When you produce well over 100,000 watches (like we did), there are bound to be a couple of duff ones. Truth is, we only got about 15 complaints about the watch, which ain't too bad.

POETS' CORNER

With the Exit compo being based around a limerick, you Pros were obviously feeling very poetic last month. Here's just a few of the many poems we received this month.

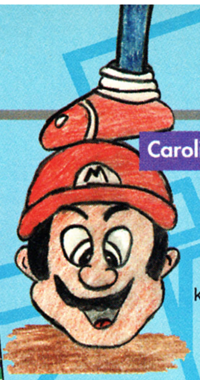
The reason why Nintendo
are so very crap,
is because that Mario
is a small Italian sap.

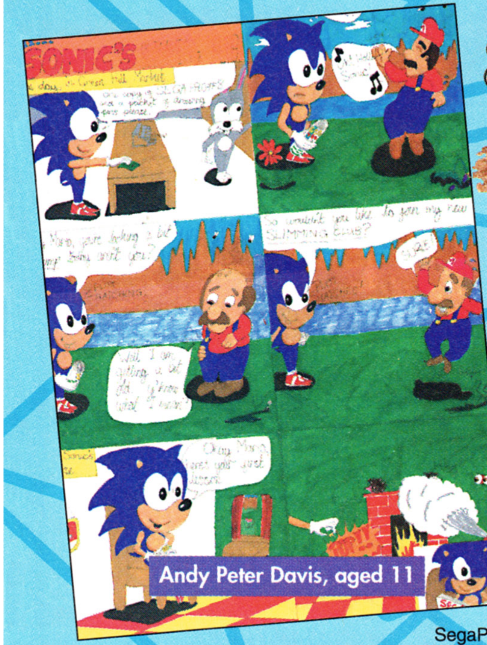
Whereas Sonic on the other hand
is big and strong and tough,
he would really smash up Mario
if he'd been rude enough.

The moral of this poem
that I have told you
is don't be fat and ugly
be handsome, spiky and blue.

David Bull, London

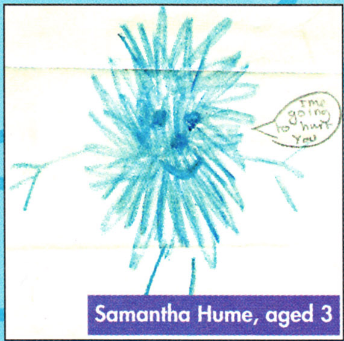
Mario's plumbing's completely crap,
he couldn't even mend a tap.
Sonic does his job very well,


Caroline Moffat, aged 12


SONIC'S
So wouldn't you like to join my new SLIMMING CLUB?
SURE!
Well I am getting a bit old. Y'know what I mean?
Okay Mario, here's your first lesson
Andy Peter Davis, aged 11

he rescues animals really swell.
Sonic's blue and runs very fast,
he's so great he kicks Mario's arse.
He rescues animals and kills Robotnik,
Mario's just a plumber who is very thick.
Sonic turned everything right that was wrong,
Mario's cruel and kidnapped Donkey Kong.
Sonic's as clean as a bar of soap,
Mario works down drainpipes and ain't got no hope.
Sonic's the console gaming god,
Mario's just a fat and ugly sod.
Overall Sonic is the best,
he beats Mario and all the rest.

Mark Hodge + Warren Laccohee, Huntington


I'm going to hurt You
Samantha Hume, aged 3

Dominic, Les, Damian and Richard
Dave Perry and James Scullion too.
They should be called the superior six
but they're called the SegaPro crew.

Andrew Boulton, Nottingham

PS: Well done telling Matthew Mills (SegaPro#8) where to stick it!

SCOTCH MIST

Dear SegaPro

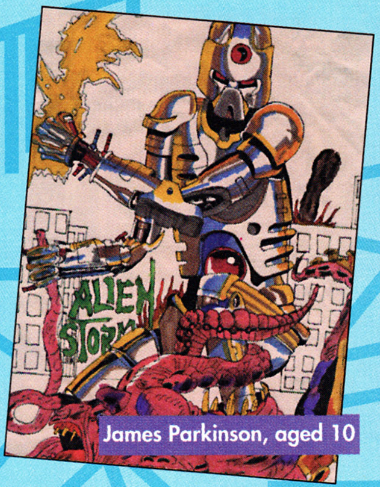
In issue eight you implied that Scots are mean by saying that a Scottish Sonic would never give any of the gold rings away.

I would like to point out that Scots are not mean. We are just as generous as any other people.

Mark Fleming, Scotland

PS: Any chance of a SegaPro T-shirt wrapped around a Mega Drive with Sonic and Road Rash? You see, I'm a bit low on cash and can't buy one for myself.

Hey, I hate to fuel the rumour, but your postscript does tend to indicate that you – a Scotsman – are on the scrounge! Anyway, have you ever tried getting review copies from Kingbit Games in Edinburgh, you'll see what we mean. It's not the Scots are mean, it's just they are very careful with their money, right?



James Parkinson, aged 10

TEST DRIVE BEFORE YOU BUY

Dear SegaPro

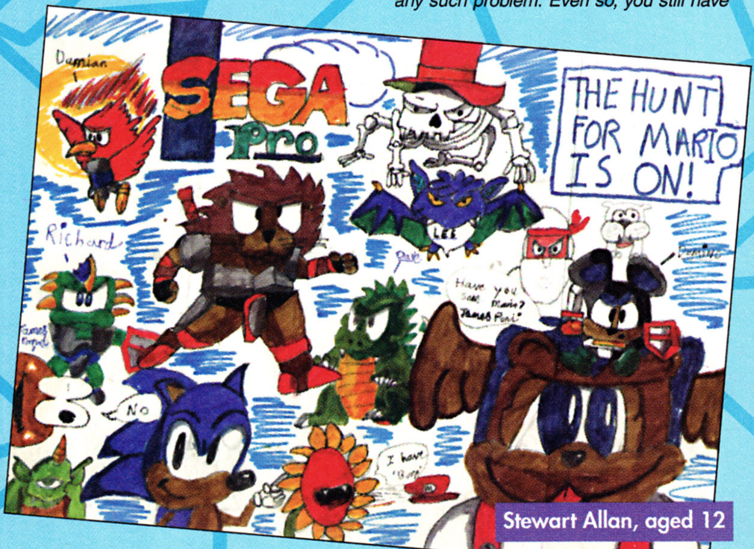
I write to inform yourselves and other readers not to buy *Test Drive 2*. Admittedly, the game itself has brilliant graphics and great sound. The main problem is that it is impossible to complete. I have raced to the end of six scenes and not been stopped by any police, but still had the 30-day jail sentence and Game Over sign.

It seems that the only way to complete this game is to travel around in first gear, which is totally useless, it would take an hour to do. When you buy a game you want top speed action; it gives you this but what's the point if you never get to complete it? When you buy a game, you buy it to complete (eventually), not to have a Game Over message.

Steven Jenkins, Coventry

PS: Please send me a T-shirt as I am on a YTS and I can't afford it.

You seem to have encountered a very strange set of circumstances in Test Drive II. We completed the game a few times in the SegaPro offices and didn't encounter any such problem. Even so, you still have



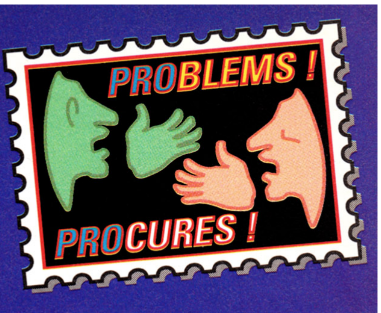
Stewart Allan, aged 12

EXIT COMP

What a triumphant entry we had to SegaPro#6's Exit compo on the first page of the magazine. Most of the entries revolved around Hannibal Lecter eating the "poor" Nintendo owner, but the winner stood out a mile. The complete winning entry goes like this.

Hannibal Lecter, clutching his Oscar, looked at the feeble Nintendo owner with a sick pleasure and said: "I can smell your console!"

Surprisingly, no-one else came up with that one – but you really had to see the film to appreciate it. The winner is Lee Maguire from Ascot. He receives a Mega Drive cart of his choice. For this month's Exit comp look on page four.


PROBLEMS ! PROCURES !

With the holidays almost upon us, many readers are totally confused about what machines work where. So before we get into the usual mixture of problems and cures, here are a few guides for those of you travelling abroad...

Any Sega machine bought overseas will have problems working in the UK. The Mega Drive and Master System will both need modifying to run on the UK TV system, and UK power supplies will have to be bought. Game Gears purchased in the USA and Japan will work fine with all GG carts, but need a special power supply to work from mains in the UK. The UK TV Tuner should work fine with US Gears used in the UK (although we haven't actually tried it).

On the software front, any US Master System stuff will work on UK machines. Most US Mega Drive stuff will work on official UK machines (although Arena and other third party producers have found a way to get around this, so you have been warned!).

Japanese games will only work on UK machines which have an adaptor for Jap games. They should work fine, however, if you have a Japanese import machine. If you have any more queries, don't hesitate to contact your local retailer. Above all, have a great holiday – and don't play on your Game Gear for too much of the time.

Stuart Ferguson is, like a lot of readers, confused about the WonderMega. To answer your question, yes Mega Drive and Mega-CD software does work on the WonderMega. **Matthew Anderson** had tons of questions about the machine and this should answer them. The WonderMega came out in Japan in early April for around £330. There are no plans for a UK release at the moment. JVC may be dropping their version soon as it is understood that they wish to continue their CD development on their own, possibly working on a new CD machine.

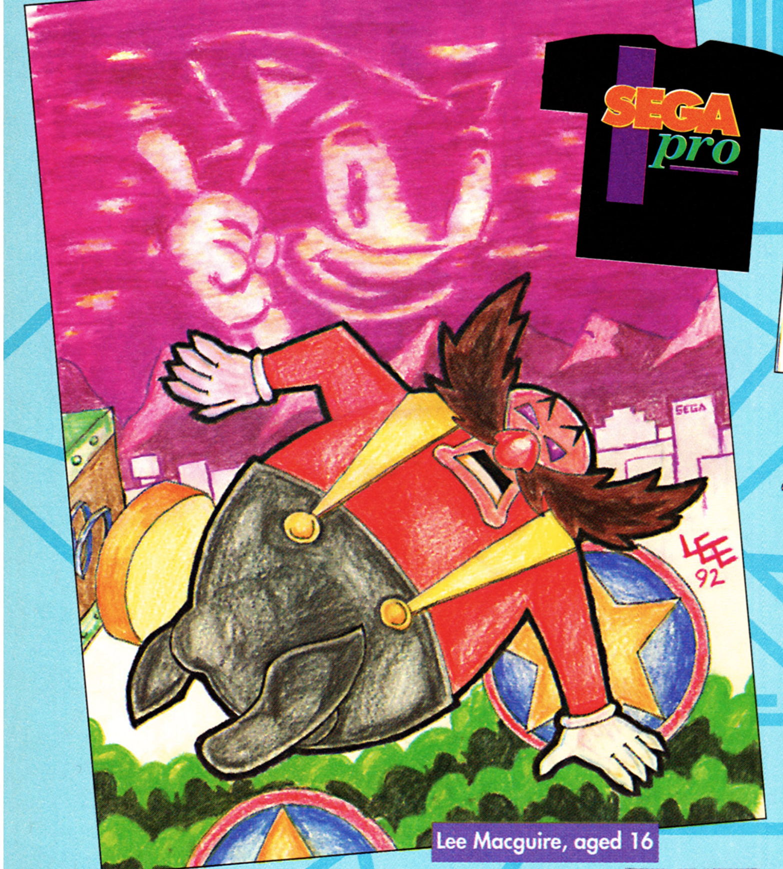
Mark Welton writes that he is desperate for a decent Mega Drive boxing game, after being very disappointed with *Final Blow*. Fear not, two great games are coming over the next couple of months, *George Foreman Boxing* and *Evander Holyfield Championship Boxing*. Both look great on the Mega Drive.

Wayne Barton from Widnes is curious whether the AV sockets on the front of his new TV will give him a better reception for his Mega Drive than through the Scart socket on the back. Basically, no. Stick with your Scart set-up.

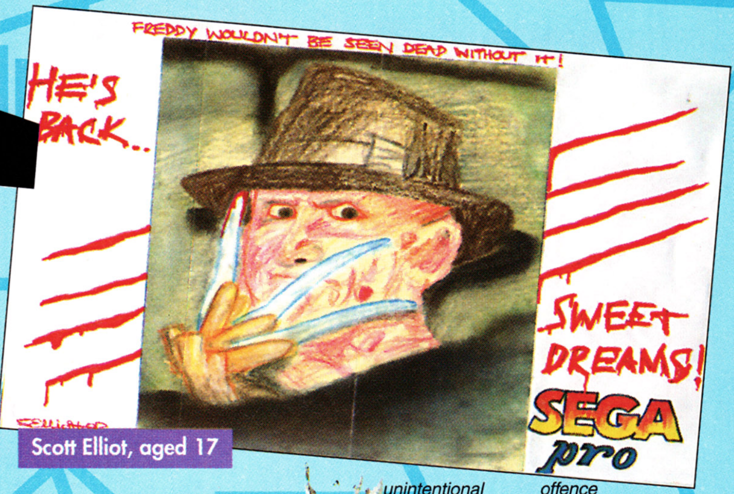
Finally, **Bobby Rawat** is desperate for someone to repair his Game Gear. If anyone knows of anybody, please write to us and we'll print the info in next issue. And on that note, good luck for another trouble free month.

If you've got any questions, problems or queries, send them to Problems and ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Sorry, but no personal replies are possible (hey, we gotta living to make!).

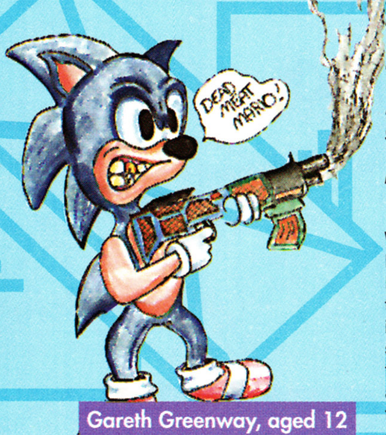
Nto high cheese dog.



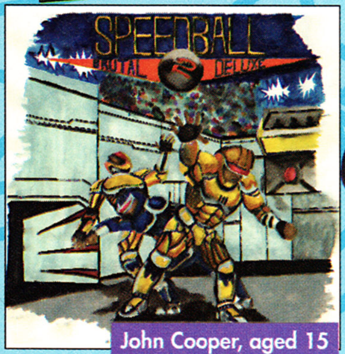
Lee Macguire, aged 16


FREDDY WOULDN'T BE SEEN DEAD WITHOUT IT!
HE'S BACK..
SWEET DREAMS!
SEGA pro

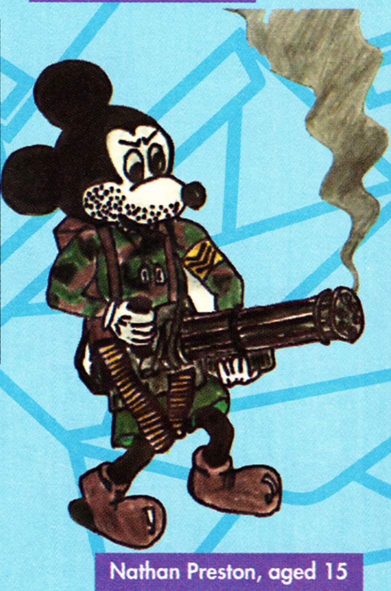
Scott Elliot, aged 17


DEAD MEAT MARIO!

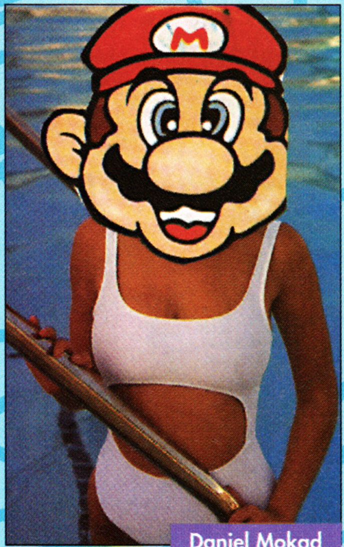
Gareth Greenway, aged 12



John Cooper, aged 15



Nathan Preston, aged 15



Daniel Mokad

a great racing game in your collection, and even if the game doesn't say you completed it, YOU know you completed it. Many games often finish with a poor ending (sometimes displaying Game Over), so don't get too depressed.

THE PRICE IS WRONG

Dear SegaPro

I would like to inform you about some mistakes I found in your A-Z of Sega Games book (SegaPro#8). For a start there was *Klax* for the Master System priced at £93.99, and then *RC Grand Prix* on the Master System at £289.99. As I spotted your silly mistake, I expect a super-brill T-shirt to pose around the streets in.

Patrick May, Coalville

Dear ProTest!

I really enjoyed reading your tips for *Put 'n' Putter Golf* on the Game Gear in SegaPro#8. Also, I liked reading the review of the brill SHOOT-'EM-UP *Streets of Rage*.

Jake "mistake spotter" Ellwood

PS: Any chance of a T-shirt for sarcasm?

Mistake, what mistake? They were intentional. We rang up Kingbit Games in Scotland and they said that they'd charge us £93.99 for Klax and £289.99 for RC Grand Prix. We forgot Dave "the King" Beggs was Scottish, and his prices would be inflated for us mere English people. (No, just kidding, we love everyone – all races, colours, creeds, animals, vegetables, minerals... and apologise for any unintentional offence caused.)

Of course, the whole issue was full of errors, and anyone that spotted them all would have won a T-shirt. Unfortunately, no-one managed to spot all of them so we get to keep the T-shirt. (Anyway, you wouldn't have wanted it – Rich has been playing squash in it for the past two weeks!)

VIEW ON A SLANT

Dear ProTest

I'm writing to query the wide-eyed characters portrayed on many of the Japanese import games. I was wondering if the reason for this is because the Japanese suffer for slantyeyeritis – and therefore have an inferiority complex – or simply because they're trying to take the pee-wee. What do you think?

Kranky Keith Marden, Kent

We reckon it's because the Japanese view Western people with such large eyes that they always accentuate them in their drawings. In fact, you'll notice with most Western cartoon drawings the eyes are very big too – take a look at Bart Simpson.

PROQUOTES

Direct quotes from letters to The Pros...

"I must compliment you on your magnificent product."

Jerome Small, Cape Town

"Can we see photos of James Scullion and Dave Perry?"

Claire Colley, Woking

"It's not Mario's fault he's on N★N★E★D★."

Adam Mayhew, Billinghurst

"If a friend of Matthew Witney is reading, tell him he is a big loser."

Tom Gugg, Hope

"Your mag is not as good as a Game Boy!"

Patrick Howarth, Hexham

"Get the new Ice Cube record!"

Ice T Homeboy, Ecky

● *Can you spot the link between the page bottoms this month?*

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PRINCE of PER

In days of old, princes of the realm had real jobs. They weren't these pansy boys who walk around telling us all that we should talk to flowers and look after the environment. No these guys were tough – and they had to be.

***Prince of Persia*, surprisingly enough, has you playing the role of an heir to the throne who has to rescue a beautiful princess (who is also his betrothed, no doubt) from the evil Grand Vizier. The Vizier dude is a bit of a sexual deviant (Domark's words, not ours), so it really is in your best interests to rescue the girl before he gets his grubby mitts on her.**

There's one problem, though; you happen to be stuck in the middle of a giant castle's dungeons – and that's just the start of your worries.

With a blast of mysterious Eastern music I was in business. From the stylish title screen, there's a wonderfully animated intro sequence, showing the story of the evil Vizier dude and the princess. Setting the atmosphere for an adventure is important, and this little scene really tells the story.

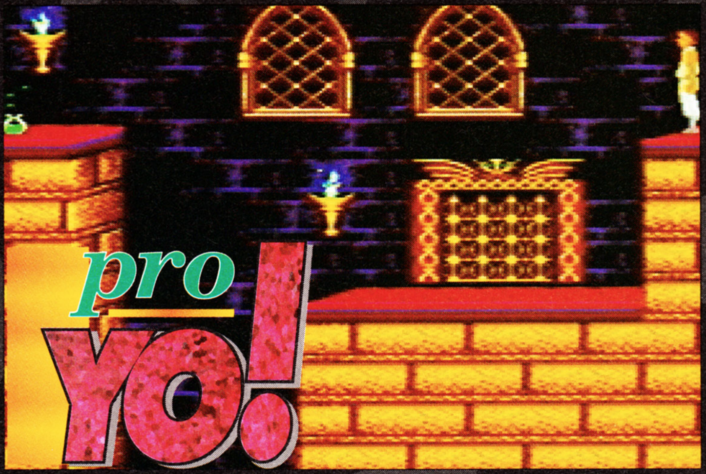
The options screen holds two choices. The first centres around your time limit to complete the quest, ranging from 15 minutes right up to one hour. (Although anyone who completes it in 15 minutes deserves a medal!) The other chooses the amount of energy hearts you start with, ranging from one to three. Lives are infinite, with the time being your main enemy – and that fact that you have to go back to the beginning of the level every time you die.

Animation is something that the other versions of *Prince of Persia* are renowned for. Even with the limits of the Master System, this version is a joy to watch. In fact, never before have I seen smooth and lifelike movement like this on the MS; it's brilliant. Computer animation just doesn't get better than this, and the Mega-CD version is top of my must-see list.

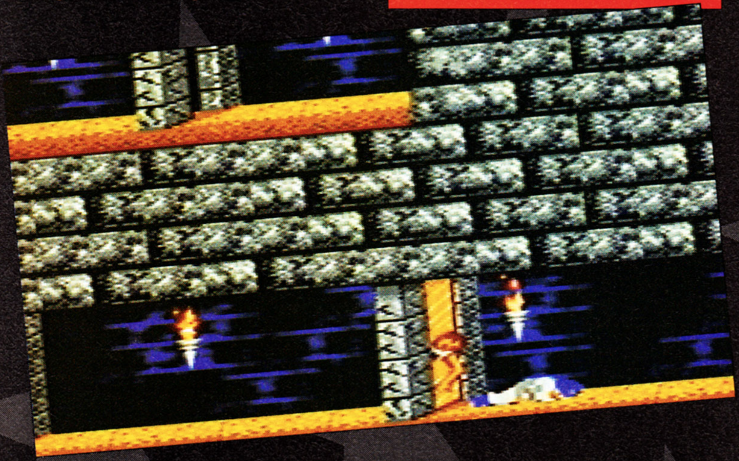
Compared to the main character, the backgrounds are positively simple. Once you escape the dungeon, you have to fight your way through to the palace and finally to Vizier's lair. Each of these is very basic, but distinct enough for you to always know

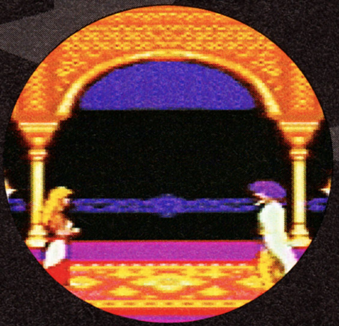
PROTIP

Nothing is as it seems – remember that. When you are stuck on a level and there seems no way out, check the ceilings. If they are orange they might be brought down by jumping at them. This leaves a space for you to climb up and reach another room or section.



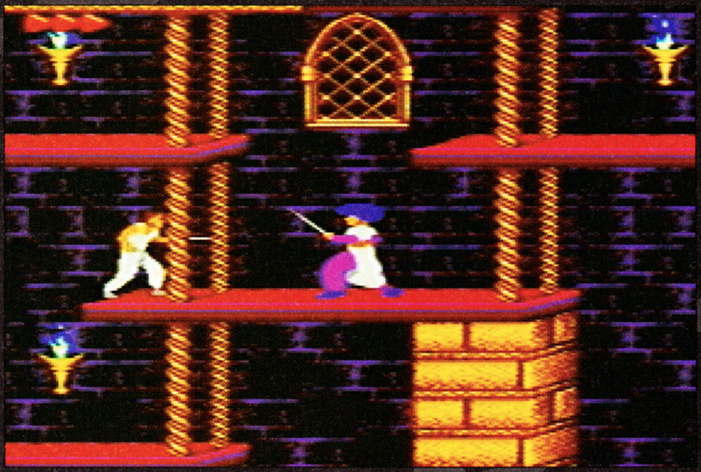
The Prince looks forlornly across the chasm but knows that he can't jump that far. Looks like you'll have to find a way around. The green potions add an extra heart to your energy whereas the blue potion restores a chunk of your energy. This palace level is near the end of the game.



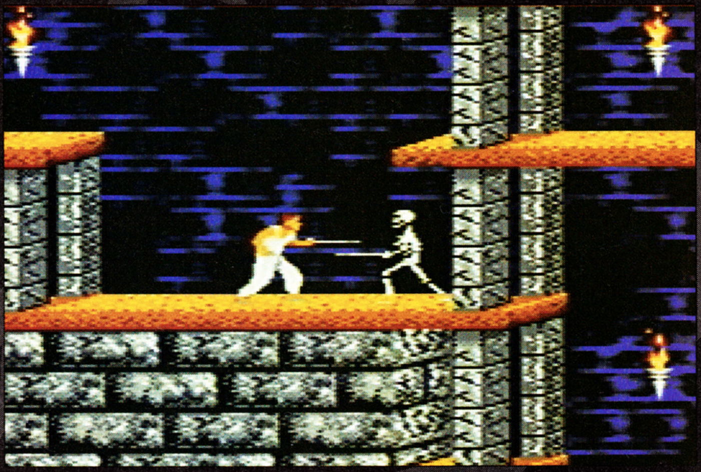


The princess knocks back the Vizier's advances, so he gives the hero an hour to rescue her or else she's history.

Heed echoing ghost.



The sword fights are very easy and contain some great sound effects as the swords chink against each other. Just make sure as soon as you draw close to the enemy you stand still to allow your man to draw his sword, then advance and spike him.



This skeleton is one of your more unusual opponents. There is only one way to beat him. You will notice that he doesn't die if you stab him. You have to hit him and advance when he backs off. Keep doing this and he will fall off the ledge when he reaches it.

PROFILE

PRINCE OF PERSIA ● DOMARK ● £29.99 ● OUT AUGUST

CART SIZE	2Mbit
PLAYERS	1
STAGES	14
SKILL LEVELS	1
FEATURES	password

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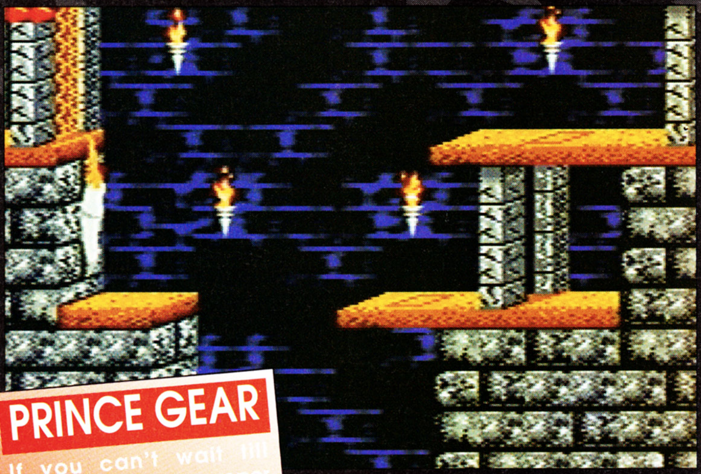
exactly where you are.

Asian music really sets the scene on the title screen, but doesn't continue through the game, leaving more space for the excellent gameplay. Sound effects, however, are few but varied. The best is, undoubtedly, the grunt as the prince hits the deck after a fall, followed closely by the chink of swords when you get into a fight.

More importantly, *Prince of Persia* plays like a good un. The levels get longer as you progress and towards the tail end of the game virtually every screen is a puzzle in its own right. With so much exploring and fighting to do, this game is enormously challenging. The password feature means you don't have to go through the hassles of starting over all the time, although you will find yourself doing exactly that to see if you can make it through with more energy.

Despite being quite hard – or, perhaps, because of it – *Prince of Persia* is very, very addictive. Like *Sonic* it is instantly playable but unlike *Sonic* you won't finish it after a few goes. Quite frankly, it's almost perfect.

● Les "rug" Ellis



The animation on the eponymous character is the hallmark of *Prince of Persia*. You'll marvel at the smoothness and realism of numerous movements.

PRINCE GEAR

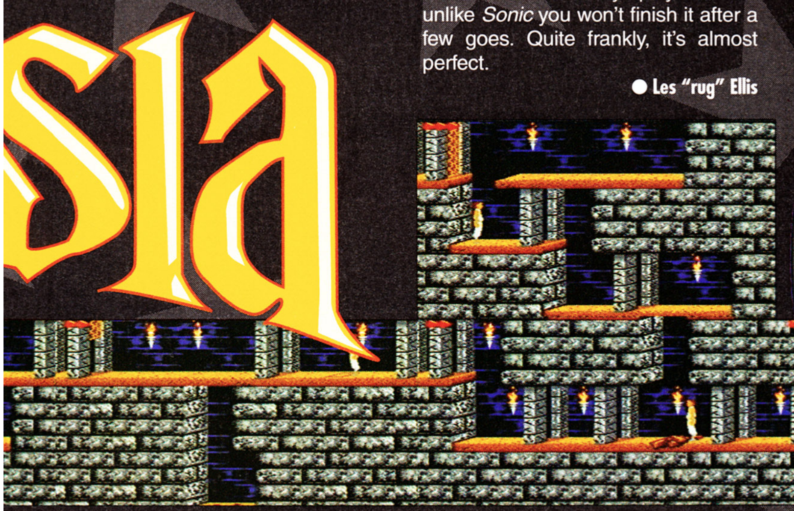
If you can't wait till September for the proper GG version of *Prince of Persia*, you might want to try this through the Master Gear converter. The sprites are larger than your average MS characters and hold up pretty well on the Gear. There's little eye strain and no small objects to pick up or any text to read. In fact, no trouble whatsoever.

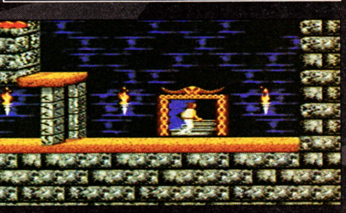
GAME GEAR
SEGA

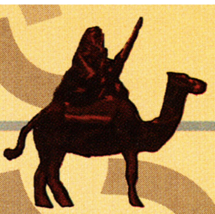
GRAPHICS	▲ The best animation ever seen on the MS. ▲ Simple but effective level graphics.	95
SOUND	▲ Atmospheric intro music from the Middle East. ▲ Effects are very realistic.	80
GAMEPLAY	▲ Great combination of platform and fight action. ▲ Very easy to pick up and addictive.	96
CHALLENGE	▲ 14 progressively tougher and larger levels. ▲ Packed full of traps and brain-teasers.	96

Got a Master System? Get this– you won't play many better.

PROSCORE 96



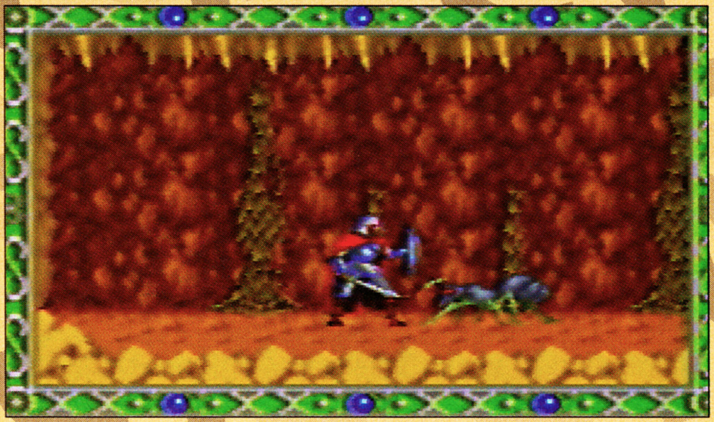




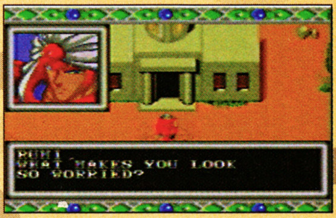
Sadler, a wandering warrior, sick of the greed he saw in the hearts of mortal man, brought holy war to the superpowers of the planet. Tired of the corruption that allowed the slaughter of so many innocents, he and his warriors revolted and overthrew the power-hungry leaders of the world.

Sadler's fighting prowess is equal to that of more than 100 soldiers, and because of this, he is idolized by the villagers. Due to their love of him, they became inspired to take up arms against the invaders, fighting for peace.

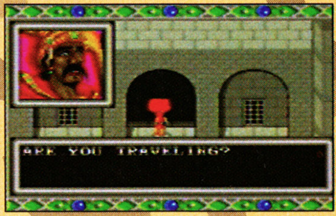
Soon after the restoration of peace, though, a rival country named Luciel sent their military forces to Sadler's home, and stole the source of the Earth's power, the Holimax! Nobody has ever escaped his pursuit, could Luciel's men be the first?



Attack of the mutant giant ants.. Slash with your sword or use your magical powers to overcome them. Keep an eye out for holes in the floor and platforms above you. There is normally a quick route around these arcade sections, all you have to do is learn the route.



RUMI
WHAT MAKES YOU LOOK
SO WORRIED?



ARE YOU TRAVELING?

Whoops, your team have been buried under a rock pile – better find some new friends.

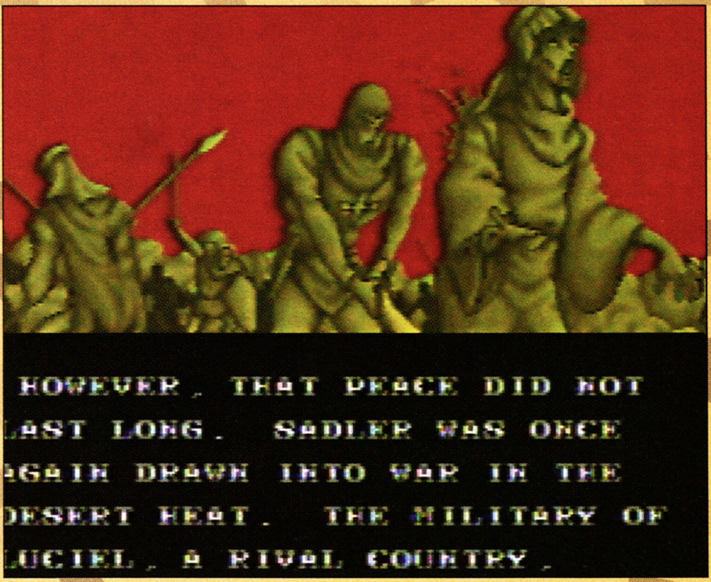
I'm still trying to work out exactly what type of game *Exile* is. Is it an RPG? Is it a platform romp? Is it a puzzler? Or is it a slash-'em-up? In fact, if the truth were told, it's a mishmash of all four, and more! A brave attempt has been made here to drag the RPG genre out of the closet (or should that be dungeon?), and, surprisingly, it works rather well. The continuity flows smoothly between the sub-game formats, only helping to increase the plausibility of such a far-fetched idea!

You begin in RPG mode, looking down on Sadler from high above as you control his progress through the village. Meeting up with old friends, his band of warriors swells rapidly as he visits assorted shops, temples and residential buildings within the walls of the village, buying stores and weapons along the way.

Gathering information from bystanders, the plot unfurls. Travel to another land is necessary, and is the first of many island-hopping adventures. On landing on new shores, the screen format alters to accommodate the ensuing action. Magical parchments, gold and mystical mandalas must be found, but are heavily guarded by gruesome, ghoulish apparitions that are only too happy to sap your life-force, and with it your immortal soul! Your sword happily sends these tortured beings back to the depths of hell, but beware! Level guardians are tough, and take plenty of hits before shuffling off their (im)mortal coil!

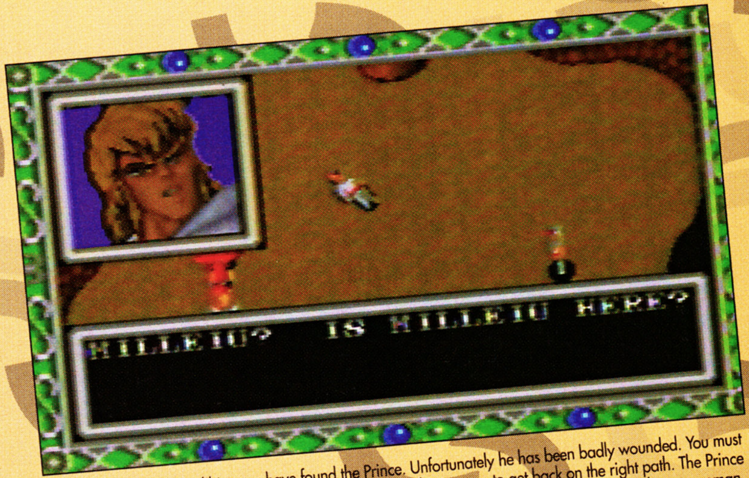
Interaction with other characters is frequent, and necessary for your quest. Even an innocent chat with a farm labourer could hold the solution to your next problem.

The visuals begin with some well-crafted Jap cartoon intro statics of the story so far, and include panoramic horizons, and innocent



HOWEVER, THAT PEACE DID NOT
AST LONG. SADLER WAS ONCE
GAIN DRAWN INTO WAR IN THE
ESERT HEAT. THE MILITARY OF
UCIEL, A RIVAL COUNTRY.

And so the story goes. Translated, you are Sadler who has been called on to kick the butts of the invaders. If he does it he'll be a total hero, if he doesn't, well he'll be dead so it won't matter. Pick your team and repel the invasion.



MILLEIU? IS MILLEIU HERE?

Sadler and his team have found the Prince. Unfortunately he has been badly wounded. You must find the rest of his crew and perform a weird ceremony to get back on the right path. The Prince (fool that he is) gave up his throne and money to chase a woman.

I do echo the NHS egg.

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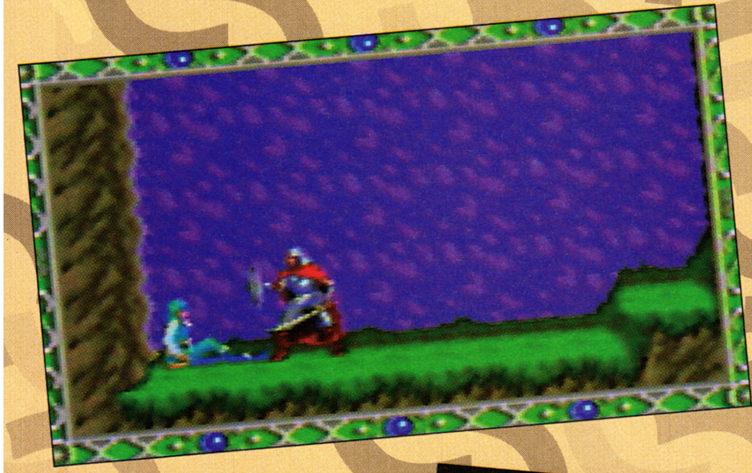
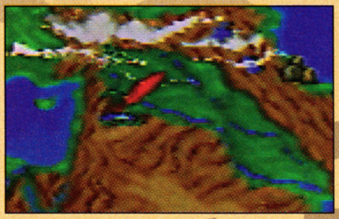
exile





exile
GENESIS
RENOVATION
SEGA

PROTIP Having trouble recruiting staff at the village? Hang around until dark and you'll be inundated with offers!

women and children being carved up by merciless invaders! Into the game proper, and the central sprites, although on the small side, are each easily distinguishable, and on meeting them head on, an exploded view of their face appears above the text of their message, in glorious hi-res technicolour. The scenery is superbly intricate, right down to the weeds growing through the cracks in the courtyard flooring, and the bricks left by stonemasons after completing a building.

The action screens, although graphically different, have still been well-executed. You have a wide range of movements, the best being your sword-swipe. Performing this leaves a huge blue swish-line through the air for added machismo! The attacking sprites are delightfully coloured, their good looks portraying the ferocity of their onslaught, and include killer butterflies that explode when killed, bouncing caterpillars that go straight for the throat, and murderous mandalas that attack even in the sanctuary of a Buddhist temple! The backdrops range from dimly-lit caverns to marvellous stained-glass windows, and retain the high-quality feel evident throughout the game.

The in-game music is reminiscent of the *Shadow of the Beast* games. Tense and highly strung, the pitch-bending computerised wailing emanating from the speakers reminded me of armies waiting for the right moment to rush into battle. Atmospheric just isn't the word for these superb sounds! Each level has its own variation, tying in with the setting: for example, the music of the eastern islands has a very oriental feel. The sound effects are limited to the teletype noise of text appearing onscreen, sword slashing and the thud as you take a shot from a bad guy.

Gameplay is fast and uninterrupted. Messages come in thick and fast from associates and must be rapidly deciphered for important news. Swarms of grunts attack constantly, and must be destroyed before sapping all of your energy. It's a totally convincing game! Some hard-core RPG fans may find it a bit easy, although the "arcade" elements may stump them, and vice-versa. Hard to pin down, but totally easy to lose yourself in, that's *Exile*!

● James 'Sadler' Scullion

PROFILE

EXILE ● RENOVATION ● £45 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	10+
SKILL LEVELS	1
FEATURES	battery

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GRAPHICS ▲ Intricate in the extreme. ▲ Large diversity of life-forms.	86
SOUND ▲ Hauntingly melodious soundtrack. ▼ Lack of sound effects.	80
GAMEPLAY ▲ Constant, uninterrupted play. ▲ Varied styles of action.	84
CHALLENGE ▲ Some arcade sections are tough. ▼ RPG sections a bit too easy!	83

An excellent idea, very well implemented.

PROSCORE 83

Not high cheese dog.

SPEEDBALL 2

BRUTAL DELUXE

Those of you who've never heard of this game ought to be taken outside and electro-balled to death. But considering there's little possibility of this actually happening, here's a summary to keep you up to date.

Imagine the gentle art of rugby projected into the future. Add impact-resistant kevlar-based body armour, lose every single rule, and swap the cow-hide ball for a lethal, football-sized ball-bearing. Now you're on the right track!

You take on the role of player-manager for bottom-of-the-league Brutal Deluxe, a team floundering on relegation from the lowest of the leagues. With a handful of cash to spend on new equipment for your team, you must transport them to the top of division one, and, ultimately, face the mercenary (nay, cut-throat!) violence of top team, Super Nashwan!

When you're competing against such greats as the Renegades, Raw Messiahs, Damocles, Steel Fury and the awesome, and as yet unbeaten, Super Nashwan, just staying alive is going to be trouble enough.

The Master System version of *Speedball II* contains all of the features we've come to expect from its 16-bit counterparts; the multipliers, electro-balls and warp-tubes are all in evidence, as are the bonuses to be found scattered on the floor of the play-area.

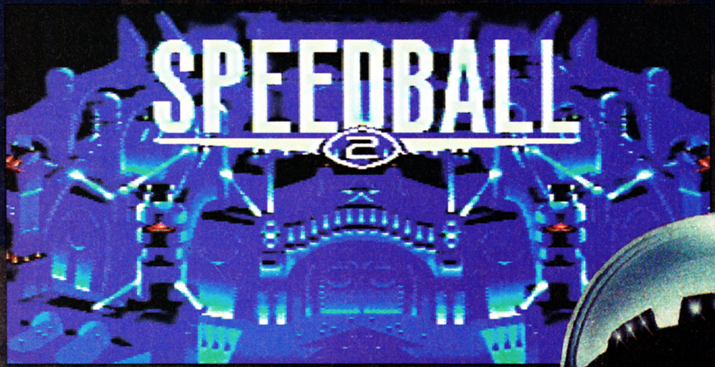
On the visuals front, while not quite reaching Mega Drive standards (obviously!), *Speedball II* has really stretched the Master System's miserly 8-bits to their limits. The sprites are slightly smaller than previous versions, but this is outweighed by the retained speed and sheer gameplay of the program.

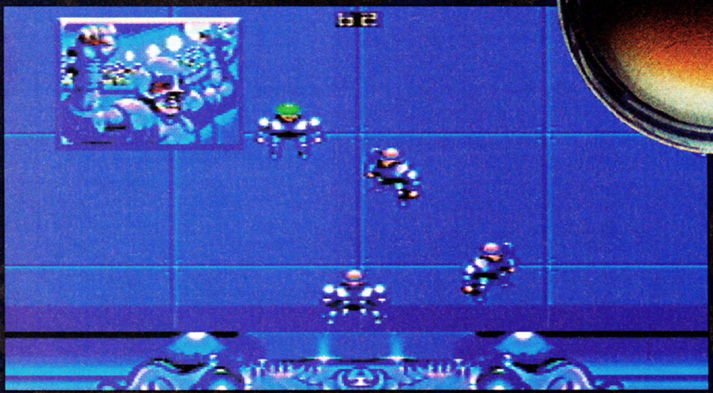
The gym contains all of the options that we've come to expect, and is surrounded by some exciting statics of the arena. Tooling your team up, you then dive headfirst into the mêlée against your first opponents, the teams becoming more and more difficult as you progress through the league.

PROTIP

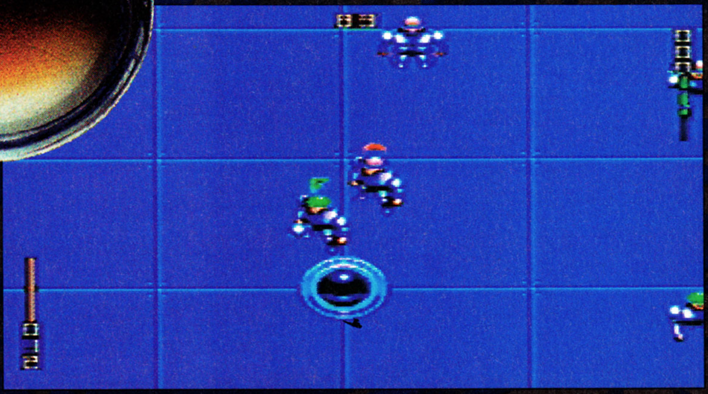
Before you do anything, boost up the multiplier. 20 points per goal instead of ten sound good to you? Then get on with it!

Music comes courtesy of the once rave-tastic, but now sadly-missed, Bomb the Bass. Megablast pumps from the speakers in not-quite-CD-quality, but nevertheless is a competent version considering the sound capabilities of the little machine. Sound effects are sparse, but tie-in well with play. The ref's (what ref?)





Gooooaaaaaaaaaaal! The lad done good, Saint. Your victorious player slides up the pitch to the crowd's applause. You control the goalies so there is a good chance that he will dive in the opposite direction in the heat of the goal rush when you are busy moving the defenders.



There's seconds to go and you're two points down, time for some dirty moves. That deflector in front will charge the ball and send it off at a tangent for the winger to lob to the attacker. You could also try electrifying the ball or using just slamming your fist into the opponent's face.

His decent egg,ho ho.

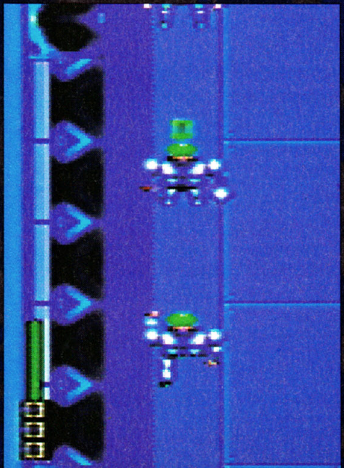
whistle and the grunts and groans of twisted sinew accompany the "pops" of cartilage becoming displaced – lovely!

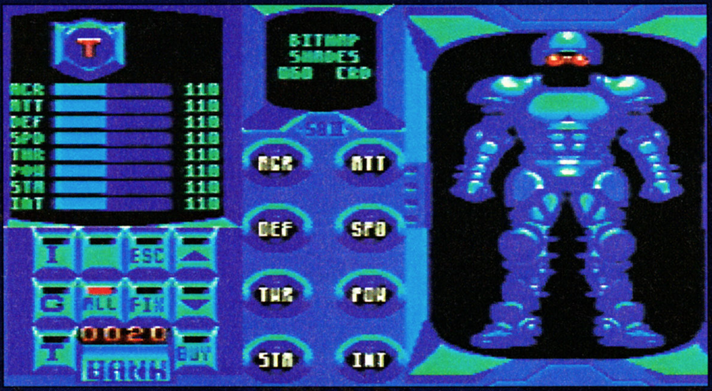
Playability is, as expected, a high point. Control is via the nearest-man-to-the-ball method, and performs competently. Players can jump, slide, pass, shoot, tackle and maim, utilising all of the dirty tricks hidden up their kevlar sleeves.

On either side of the play-area, bonuses are to be found. Lighting the multiplier once, and then twice, increases your score power by one and a half and two times respectively. The stars score two points each, and light them all for even more points. A warp tube brings the ball out on the opposite side of the arena, and yet another target transforms the ball into the famed electro-ball which just cannot be stopped!

The sheer enjoyment of *Speedball II* is in no way decreased in its 8-bit incarnation, and brings terminal fun to Master System owners everywhere!

● **James "Slider" Scullion**



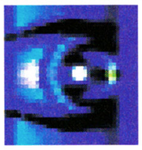


No pain, no gain. Use the elaborate gym screen for beefing up those biceps and pumping those pectorals. Training can be group or individual based but you only have a limited number of credits for equiment. Maximise your attacker's speed so that he outruns everyone else.

WISE UP!

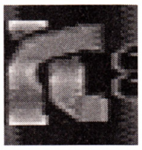
DEFLECTOR

Ricochet the ball off this deflector for points and unpredictability.



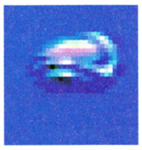
ELECTRIFIER

Zap this for a super hot, unstoppable ball that will sail through opponents.



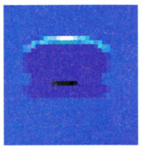
MULTIPLIER

You get five extra points per goal for each circuit you make with the ball.



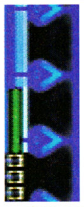
ARMOUR

The player who gets this will be tougher to tackle and harder to knock down.



COIN

The more money you collect, the more iron you can pump at the gym.



BONUS STARS

Each star is worth two points, with a ten bonus for lighting them all. However, given the chance the other team will turn them off resetting your score.

PROFILE

SPEEDBALL II ● VIRGIN ● £tba ● OUT SEPT

CART SIZE	2Mbit
PLAYERS	2
STAGES	16
SKILL LEVELS	1
FEATURES	versus

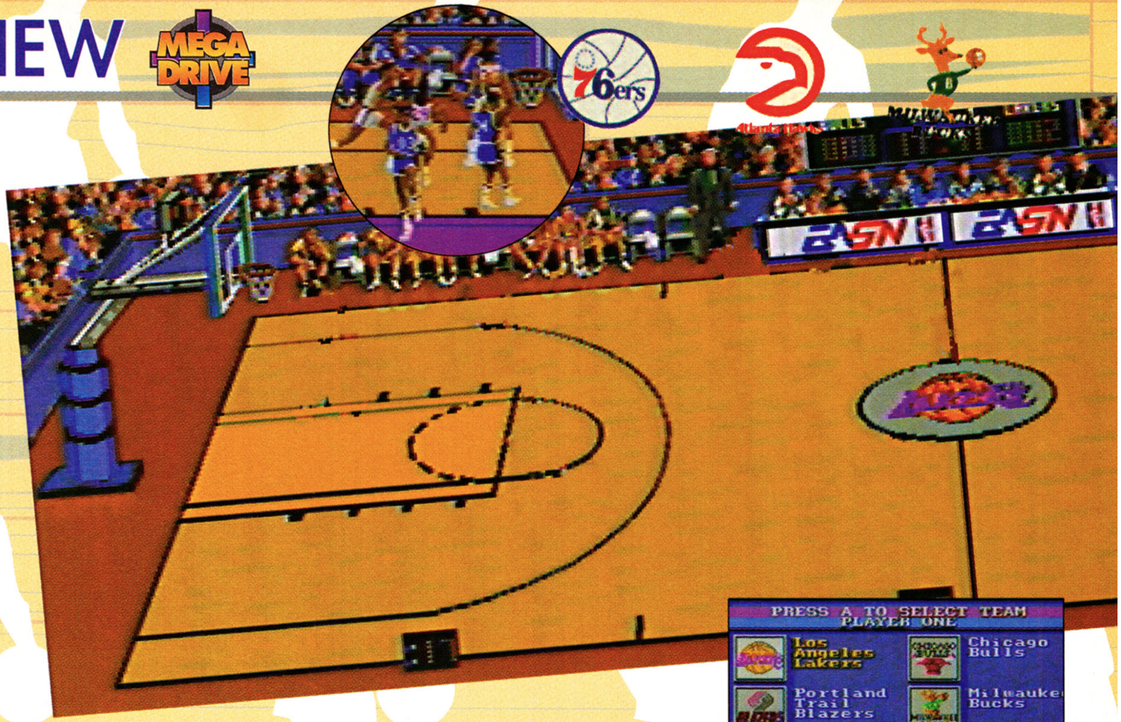
SUPPLIER
Virgin Games
338a Ladbroke Grove
London
W10 5AH
✆(081) 9602255

GRAPHICS ▲ Fast 'n' smooth. ▲ *Speedball* II a tee.	85
SOUND ▲ Bomb dat Bass, boooy! ▼ More effects needed, though.	79
GAMEPLAY ▲ Plenty of extras keep excitement high. ▲ Playing skill develops rapidly.	84
CHALLENGE ▲ Excellent difficulty curve. ▲ Beat Super Nashwan for a real ego-trip!	87

Is it possible to have enough Speedball? Never!

PROSCORE 86

His, he he, cogent god.

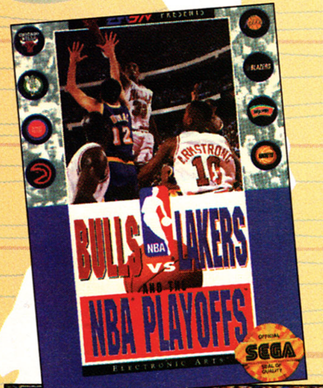


Being the shortest person in the office, we figured Les would be the ideal choice of person to see if *Bulls vs Lakers* really could allow the small man off the street to scale the heights of the NBA (National Basketball Association).

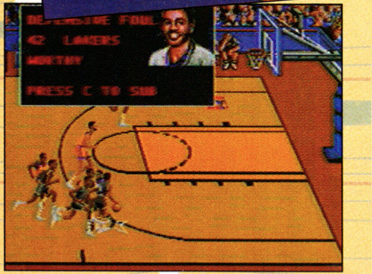
As the NBA Championships draw to a close in America (at time of writing), the glut of Mega Drive basketball games gets ever larger. Over the past few months, we've seen *Lakers vs Celtics, Arch Rivals, David Robinson's Supreme Court* (reviewed this issue), *Jordan vs Bird*, and currently in development, *Michael Jordan Flight*.

***Bulls vs Lakers*, as all basketball fans will know, is a replay of last year's NBA finals, between Chicago and Los Angeles. This year, the Bulls have once again reached the finals, but after a year stricken with injuries, the Lakers have failed to continue similar success.**

So grab a seat alongside the likes of Jack Nicholson and Don Johnson and relive the 1991 finals.



BULLS VS LAKERS
AND THE
NBA PLAYOFFS
OFFICIAL SEGA SEAL OF QUALITY
ELECTRONIC ARTS



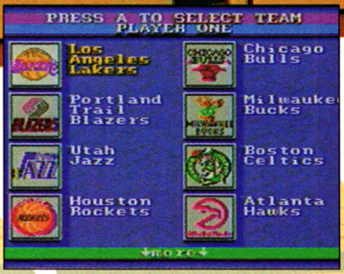
DEFENSIVE FOUL
42 LAKERS
WORTHY
PRESS C TO SUB

The ref calls it fair and square – who does he think he's kidding?

With a burst of Mike Batlow's thumping rock soundtrack *Bulls vs Lakers* slams its way into the sports game limelight. With all the characteristics of every other EASN game (like *EA Hockey* and *John Madden 92*), this is definitely a game for fans of the sport. In fact it's a stat freak's dream; the manual is packed with those little numbers that to most people mean absolutely nothing, but to real fans bring a genuine atmosphere to the game.

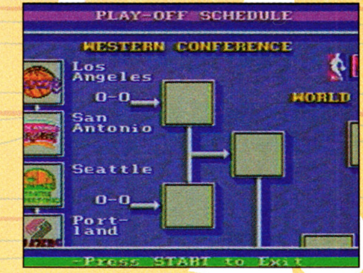
The court is viewed from a raised side angle scrolling horizontally – in fact the view is just like that from a spectator in the crowd. This view is probably the simplest way of doing it, but does lead to a couple of problems. When a player has the ball on the far side and has a huddle of players around him, you can't see who has got the ball and what he's doing with it. Also, as only half the court is displayed at any one time, you often don't know where your up-court player is on a fast break.

The animation on the very detailed players is jerky, but the court scrolling is fast and smooth. More importantly, even when all the players are onscreen there is NO slow down. Graphics between the games con-



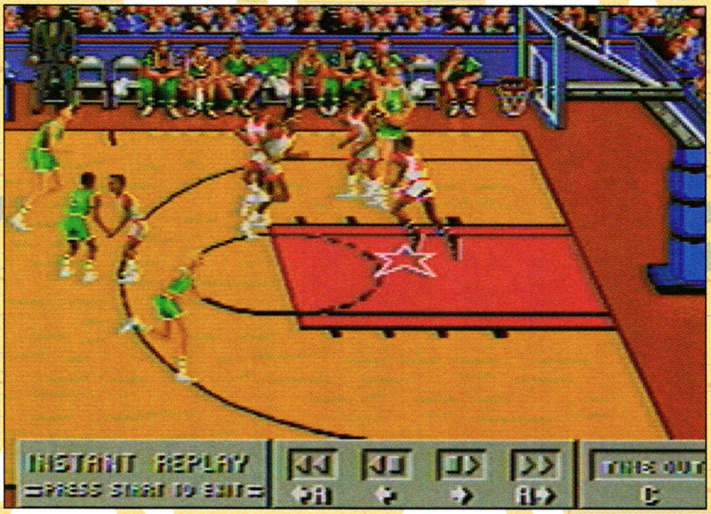
PRESS A TO SELECT TEAM
PLAYER ONE
Los Angeles Lakers
Chicago Bulls
Portland Trail Blazers
Milwaukee Bucks
Utah Jazz
Boston Celtics
Houston Rockets
Atlanta Hawks
more

Choose your team from the wide selection. On present form, I'd go for da Bulls.



PLAY-OFF SCHEDULE
WESTERN CONFERENCE
Los Angeles
0-0
San Antonio
Seattle
0-0
Port-land
WORLD
-Press START to Exit

Getting through the play-offs is no mean feat. Only the best and most consistent will survive.



INSTANT REPLAY
=PRESS START TO EXIT=
TIME OUT
C

As we have come to expect from EASN releases there is a comprehensive video replay option available.

PROFILE

BULLS VS LAKERS ● ELECTRONIC ARTS ● £40 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	n/a
SKILL LEVELS	3
FEATURES	password

SUPPLIER
Console Concepts
The Village
Newcastle-under-Lyme
Staffordshire
ST5 1QB
✆(0782) 712759

GRAPHICS 78
▲ Big sprites and decent range of special shots.
▼ A few glitches in places and dodgy animation.

SOUND 79
▲ Great speech and a thumping title tune.
▲ Good squeak of trainers and bounce of the ball.

GAMEPLAY 77
▲ Two-player mode is, as always, the best bit.
▼ Hard to get really involved in the play.

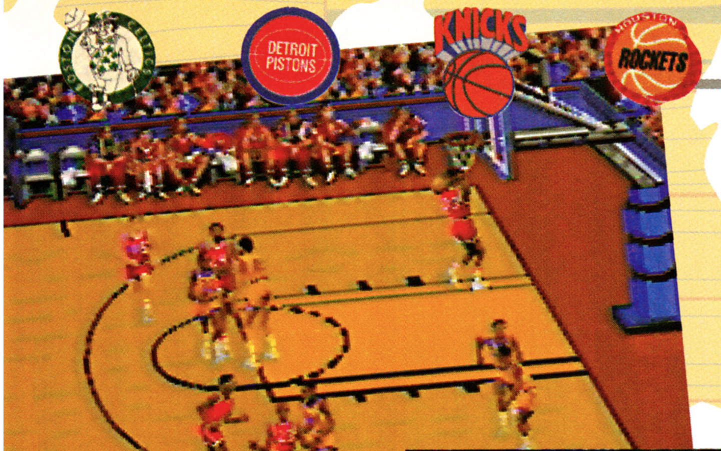
CHALLENGE 80
▲ Long championship season to get through.
▲ Some tough teams packed with NBA stars.

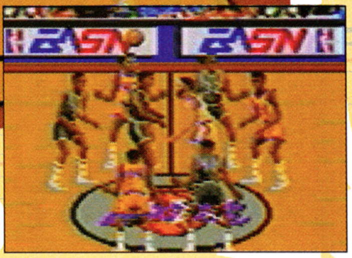
In the playoffs, but not quite a champion all-star player.

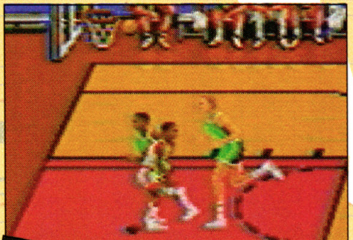
PROSCORE 78

He hogs the nice god.

BULLS vs LAKERS







PROTIP Always try to keep your back to your opponent when you are in the shooting zone. This way he is more likely to foul you if he tries to get possession.

tain some great statics, and they are often accompanied by very comprehensive stats which are crucial to full enjoyment of the game. This, above everything else, shows the improvement on EA's previous team basketball game *Lakers vs Celtics.*

There's some excellent speech in this cart, and lots of it. Most of the ref's decisions are heralded by speech samples and during play if time is running short you'll hear a "Shoot it!" coming from your coach.

The title music is fine, a real heavy rock number fitting in with all the other EA games. Thankfully, this doesn't continue into the game, the only noises being the rasp of the whistle and the squeak of the players' boots on the floor.

Bulls vs Lakers certainly shows the progression in basketball games over the years, but still has a few gameplay drawbacks. Overall movement is fast, with it only taking a few seconds to get from one end of the court to the other. The controls are easy to get to grips with, and you'll soon find yourself pulling off some amazing shots. Just watch Jordan's Air Reverse or the famed Monster Dunk – AWESOME! Batter still, there's a wealth of replay options which are great for reliving those great shots.

Sadly, *Bulls vs Lakers'* main drawback is in the gameplay. Quite often you feel as if you're not actually in control of a defending player. Sometimes you can just stand there, waiting for a charging foul, and the opposition will just run straight through you. Very infuriating.

On the whole, this is not quite up to the class of *David Robinson's Supreme Court* but is a valid follow-up to *Lakers vs Celtics* and still fun to watch and play.

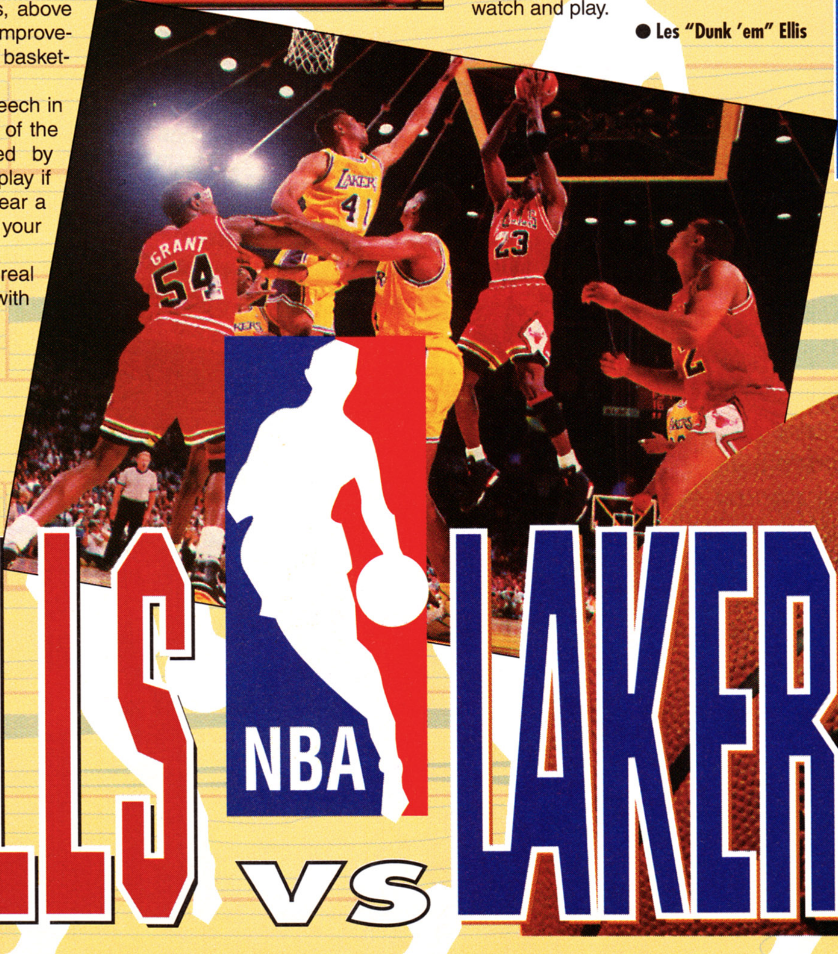
● Les "Dunk 'em" Ellis

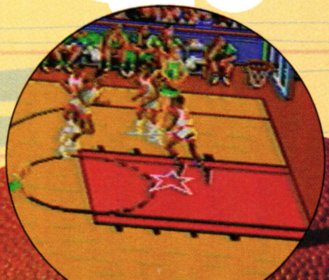
HERE'S THE BULL

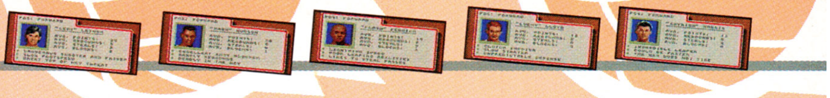
- The Chicago Bulls play in the Eastern Central conference of the NBA.
- Top Bulls players include Michael Jordan, Scottie Pippen and Horace Grant.
- Michael Jordan earns around £20,000 per match.
- Jordan has won the most valuable player (MVP) for the last two years running.
- The Bulls won the NBA championship last year against the LA Lakers.
- They are in the final again this year against the Portland Trailblazers.

LICKING THE LAKERS

- The Los Angeles Lakers play in the Western Conference Pacific Division.
- Top LA Lakers players over the years include "Magic" Johnson, James Worthy and Kareem Abdul Jabbar.
- LA Lakers players have won the MVP five times in the last ten seasons. Johnson has won three of those.
- The Lakers have appeared in nine finals in the last 11 years. They have won five of those finals.
- Fans of the Lakers include Jack Nicholson, Chevy Chase, Don Johnson, Melanie Griffith and their most famous cheerleader Paula Abdul.



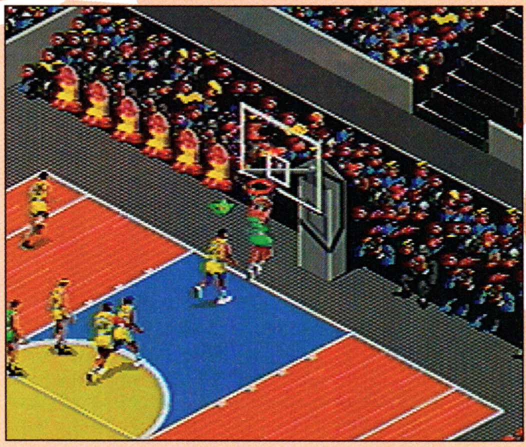


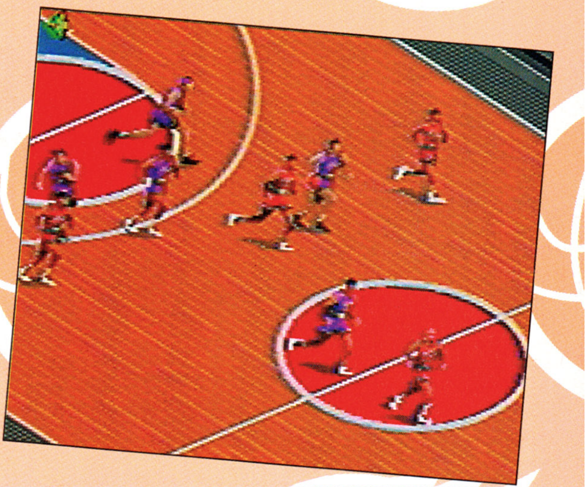


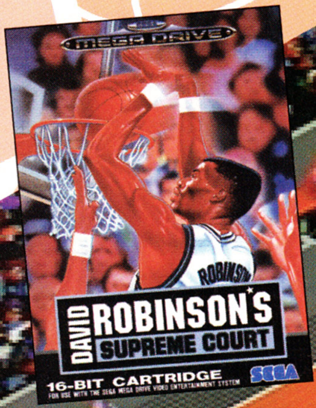
DAVID ROBINSON'S SUPREME COURT

Many of us in the UK may never have heard of David "The Admiral" Robinson, despite the fact that he's one of the top centres in basketball today. His fast breaks and tomahawk slams, spin dunks, hoop-hangers and many more incredible moves continue to dazzle sports fans all across the States.

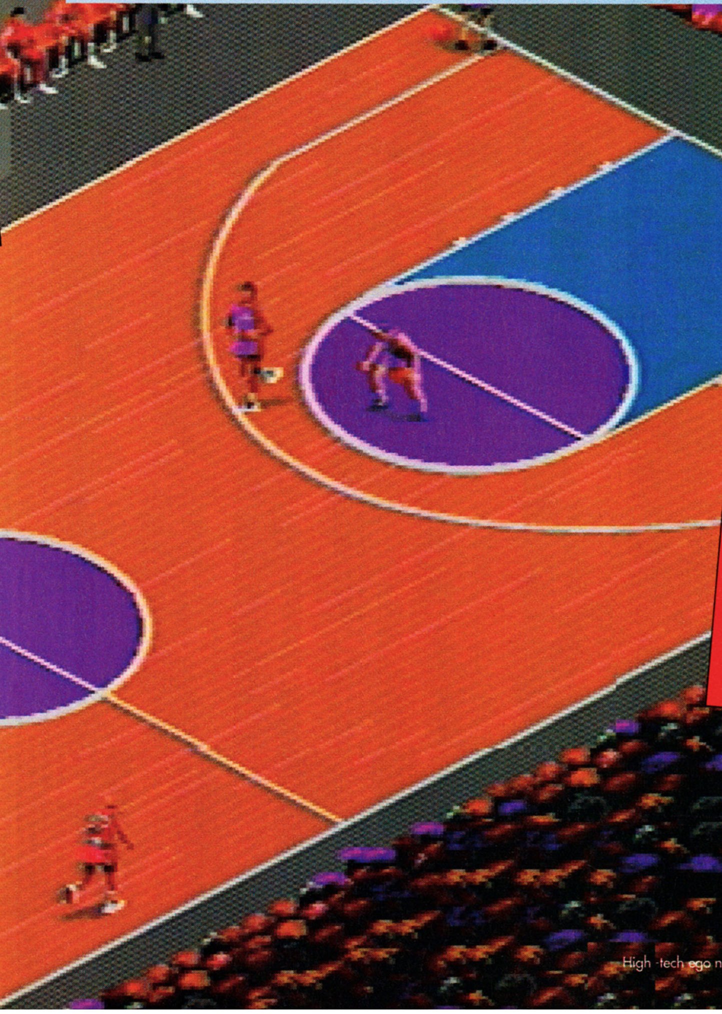
Here he takes a backseat role as ace commentator till you reach the final, and then the fun really begins. If you do manage to battle your way to the final, you'll meet "The Admiral" himself across the court. So get ready to block, steal and intercept like the pros, as you take him on in the full-tilt Supreme Court Allstar Challenge!






MEGA DRIVE
ROBINSON
DAVID ROBINSON'S SUPREME COURT
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM
SEGA

Sega are quite happily pushing this one into your local shop, but for a few quid less you can get the American version via mail order from slamdunkin' Steve at *Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB.* Tel: (0782) 712759.



PROTIP

If you're a real glory boy, then choose either Bond or Allnite for your team. These guys are three-point kings, and rarely miss outside the key!

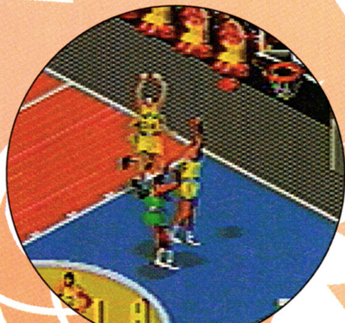
From the "interesting" intro static of the man himself, tunefully accompanied by what seems to be Paul Hardcastle's N-N-N-Nineteen, you're thrown in at the deep end of a huge options screen!

There are two main types of play: exhibition and tournament. The exhibition mode is simply one match just for the hell of it, similar in idea to a friendly soccer match. You can compete against the computer or another human player, or even watch the computer play himself. But the most innovative idea in a basketball game is yet to be revealed! You can take the place of a single player in an Allstars match, and play with and against the top US basketball supremos with the aid of the Roleplay mode. You can also choose the more conventional control method of the nearest player to the ball.

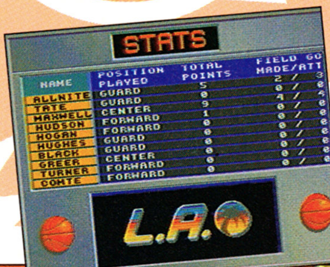
The tournament mode (one player only, unfortunately) gives you the opportunity of competing in a series of games against three computer teams. Win the tournament and you go on to the Allstar Challenge!

The four teams you may choose from all have a proven track record, it's just a pity there aren't more. They are Chicago, Detroit, New York and Los Angeles, although these aren't the actual Bulls, Pistons, Knicks and Lakers teams. All have speciality players, and differing styles of play.

The court is realistically designed (especially the intricately drawn basket and backboard), with all the correct colourings and markings, and is approximately three screens wide. It's surrounded by a highly detailed audience who cheer, boo and stomp their feet with fantastic realism.



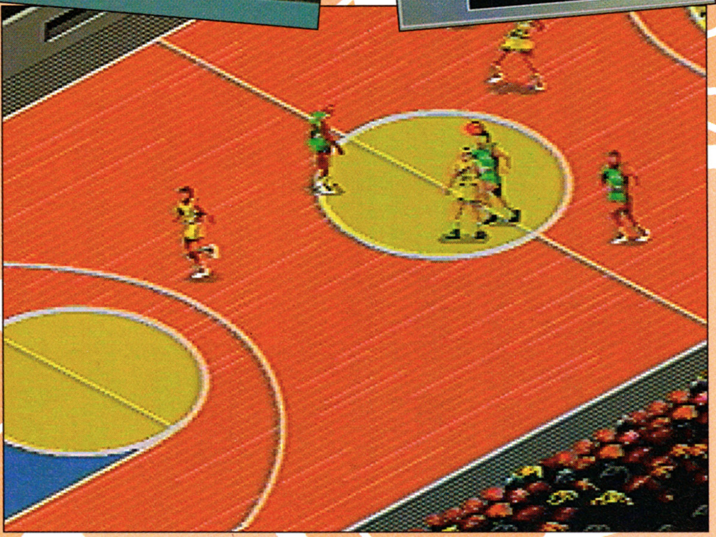
IT WAS AN IMPRESSIVE START FOR M
SSN



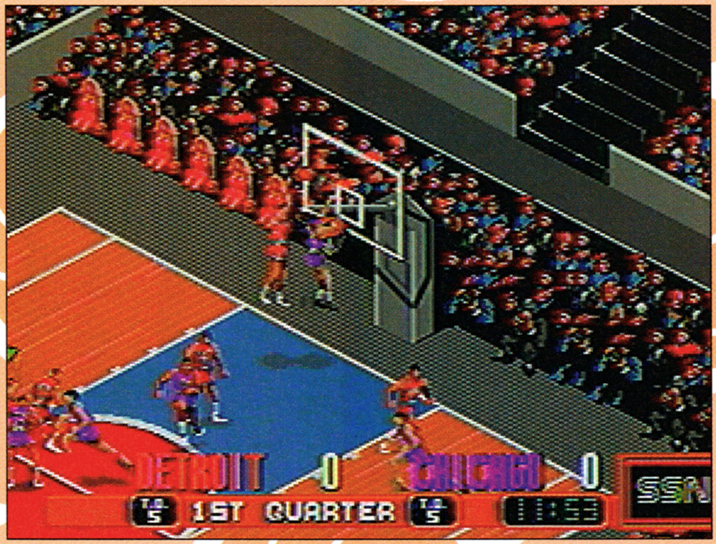
STATS

NAME	POSITION PLAYED	TOTAL POINTS	FIELD GO MADE/ATT
ALLNITE	GUARD	5	2 / 3
TATE	GUARD	0	0 / 0
MAXWELL	CENTER	9	4 / 4
HUDSON	FORWARD	1	0 / 0
HOGAN	FORWARD	0	0 / 0
HUGHES	GUARD	0	0 / 0
BLACK	GUARD	0	0 / 0
GREER	CENTER	0	0 / 0
TURNER	FORWARD	0	0 / 0
COMTE	FORWARD	0	

L.A.



As you cross the halfway line, watch out you don't commit a back court violation by running back into your own half with the ball. The flick screen flip of *Dave Robinson's* will cause you to commit this loads of times at the start, but it soon becomes second nature.



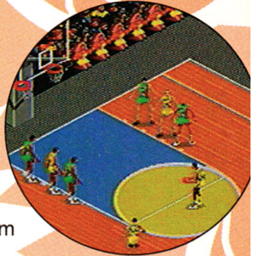
Major action under the basket as Detroit pile on the pressure on the first attack of the game. While about 80% of field goals go in, you're always guaranteed of two points if you drive toward the basket and pop up for one of the many types of beautifully animated slam dunk shots.

PROFILE **DAVID ROBINSON'S ● SEGA ● £39.99 ● OUT NOW**

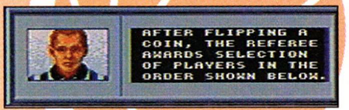
CART SIZE	4Mbit
PLAYERS	2
STAGES	4
SKILL LEVELS	3
FEATURES	versus

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆(071) 7278070

The players' animation is excellent. The variety of moves the brightly-clad sportsmen perform is astonishing, and includes a superb dribbling action, slam dunks, one-handers and over 20 other offensive and defensive moves. The screen scrolling is as fast as the game requires, but till you get used to the screen flipping over as you pass the halfway mark, it may seem a bit strange.



The in-game sound is unbelievable for a sports game. The Mega Drive's sound chip has really been stretched to encompass all of the noises heard at a basketball meet. The ball bounces, the crowd cheer and stomp their feet in time, the ref (sadly invisible) whistles, and (my personal favourite) the players' trainers squeak on the boards with alarming realism. A suitably-sporty tune plays throughout the match, but can be turned off if you find it distracting, as can the sound effects (although you'd be mad to turn them off!).



AFTER FLIPPING A COIN, THE REFEREE AWARDS SELECTION OF PLAYERS IN THE ORDER SHOWN BELOW.

Supreme Court is an extremely playable game once past the obstacle of the flick-screen scrolling method. Passing is relatively easy to perform, although a bit hit-and-miss as to who it's to be passed to. Shooting is also fairly easy, some players are excellent three-pointers, others more suited to trick shots, including reverse dunks, one-handers and 360s.

Basketball is no slow game, as it's up and down the court non-stop. *Supreme Court* is as fast (if not faster!) than the real thing, the pace continuous throughout. Players can fatigue though, so careful selection is of paramount importance.

This is without doubt the number one basketball game on any format so far, beating all-comers. If *Jordan vs Bird* is a free throw point, then *Supreme Court* is easily a three-pointer or two!

● James "Allnite" Scullion

GRAPHICS **89**
▲ Unbelievably realistic character animation.
▲ Great court design and crowd involvement.

SOUND **90**
▲ The average age of the combat soldier was...
▲ Wicked on-court sound effects!

GAMEPLAY **89**
▲ Once mastered you'll perform miracle shots.
▲ Real tense atmosphere against human players.

CHALLENGE **84**
▲ The Admiral's team are tough, tough, tough.
▼ One great player can make the game easy.

To date, no basketball sim comes close on any format. Class!

PROSCORE 87

High-tech egos done.

AVAILABLE IN USA

GAME GEAR

Crystal Warriors

Fantasy RPGs are becoming somewhat popular on the Game Gear nowadays. What with *Ax-Battler* (reviewed last month), the soon-to-be-released *Phantasy Star*, and, right now, *Crystal Warriors*!

Storylines are becoming ever-similar. Prince/Princess Pinkenfluffy looked after the lovely magic sword/jewel/doobrie in Castle Good and everyone was sooo happy!

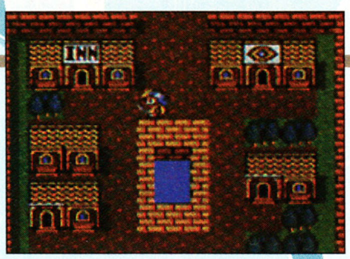
Then, one fateful day, along came the evil Lord/Demon/all-round Mr Nasty, and things were never the same again! He stole the precious Flopsy Bunny of Milkalot, and vowed to rule the world with its not-quite-so-happy-now mystical power.

You take the role of Prince/Princess Cheerful, and must find Mr Cloudy-Day, give him a good telling-off, smack his wrist, and replace the magical Fluffikins in its rightful position at the end of the bed!

C*rystal Warriors* is a standard RPG in that you control a party of people in their particular chosen quest. Each team member has his/her own particular attributes, such as magic, strength and wealth, and all are vital to the mission. This particular mission is to protect the last of the four magic crystals from the evil clutches of the eldritch Grym. Luckily, Princess Iris has taken it on a journey, and Grym, realising this, has arisen from the depths to seek her and her precious cargo!

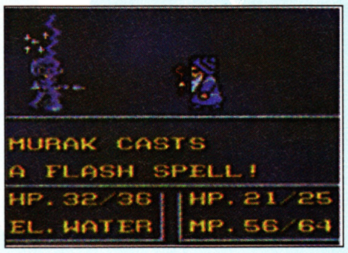
There are two distinct game types in *Crystal Warriors*. The first displays a flat, map-like landscape over which your party must travel. When a conflict is imminent, the screen toggles to the battle scenario. You face your adversary across the screen, and use your weapon/magic against him, as he does to you. Points are scored with a dice-throwing method, and health is depreciated in a relative ratio.

The game revolves around these two screens, with you travelling from town to town, buying new weapons, hiring and firing, all the while searching for the evil Grym and his henchmen!



Visit the inn for a bit of B&B, or perhaps a spot of R&R, even! Listen to everyone you meet, they all want to aid your quest!

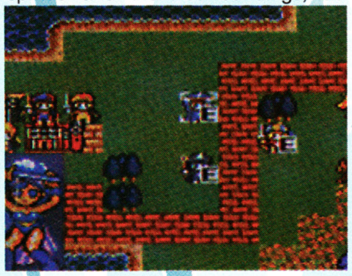
PROTIP Use friendly monsters to fight your battles for you, thus saving your warrior's hit-points.



MURAK CASTS
A FLASH SPELL!
HP. 32/36 HP. 21/25
EL. WATER MP. 56/64

Here's where you prove your fighting/magical ability. Or, alternatively, where you meet a sudden, painful death!

The tiny sprites are barely visible (luckily I used the Magnigear enhancer), but are enlarged for battle scenes, and an even bigger image appears when a particular character is highlighted. Nevertheless, care has obviously been taken over both the sprites and their surroundings, as graphical content is not lacking in this game, with detail to be found everywhere.



Musically, it's the same old scene. The tune emanating from the speaker is nothing to write home about; it's a fairly jolly quest-type track. Some of the sound effects are cool, though. The noise a spell makes as it is cast is decent, as is the clash of swords.

Crystal Warriors is a fairly engrossing game. As soon as the cart was in the slot I was hooked for a good few hours, totally ignoring the outside world. It also has a save game option, through a battery back-up system, so you can come back to it when your eyes have recovered from the previous assault. Gameplay gets progressively difficult, with more and tougher warriors to defeat. RPGs aren't everyone's cup of tea, but they make a decent change from the "Mr Mindless Slaughter meets the not-so-helpless Aliens" type of game, and because of this I would certainly recommend *Crystal Warriors* as a thought-provoking and challenging deviation from the norm.

● **James "Arrpeegee" Scullion**

Crystal Warriors
BATTERY BACK-UP
SEGA
GAME GEAR
SEGA
COLOR PORTABLE VIDEO GAME SYSTEM

PROFILE

CRYSTAL WARRIORS ● SEGA ● £25 ● IMPORT

CART SIZE	2Mbit
PLAYERS	2
STAGES	10+
SKILL LEVELS	1
FEATURES	battery, versus

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GRAPHICS ▲ Nice, bright, clear colours. ▼ A little on the small side at times.	77
SOUND ▲ Some FX are a bit of a giggle. ▼ Bog-standard portable in-game tune.	70
GAMEPLAY ▲ Engrossing search-'em-out fun. ▲ You'll shed tears as a friend dies!	79
CHALLENGE ▲ Gets tougher as you progress. ▲ Difficulty levels are well thought-out.	82

Pips *Ax-Battler* to the post as the GG RPG explosion continues!

PROSCORE 79

Choosing the hedge.

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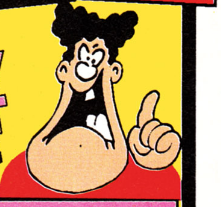

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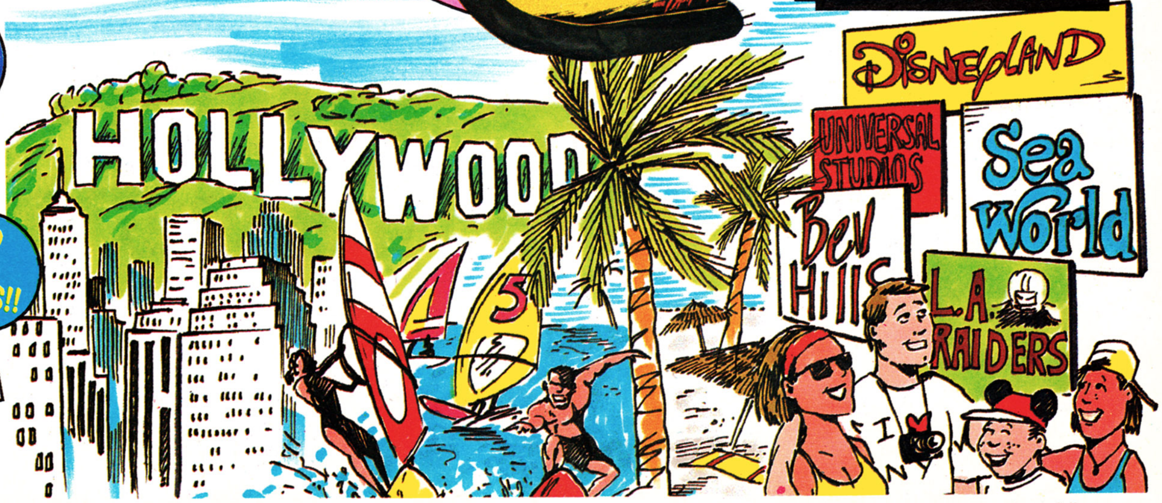

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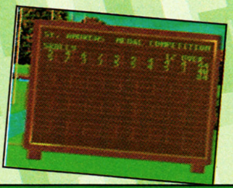
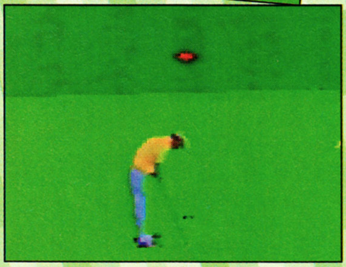
World Class LEADERBOARD

Good afternoon, folks, and welcome to St Andrew's for this year's International Open. A bagful of clubs will be your only weapons as you battle it out over 18 holes against the toughest cybernetic opponents and up to three sporting human adversaries. Game on...

World Class Leaderboard **is the third golf outing for the Mega Drive, the first being EA's** ***PGA Golf*****, and the second, Sega's** ***Arnold Palmer Tournament Golf*****.**

So get your plus fours on, tee up, and I'll meet you at the 19th to sink a few quick ones. Fore!





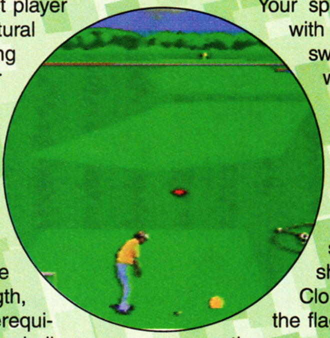
Long putts are by far the hardest shots in the tournament to make, and require intuition when reading the lie of the green.

The first thing you notice about *Leaderboard* is the thumping tune delivered to your eardrums as you power up. Recoiling, you reach for the volume control, but are overcome by the sheer sonic attack! On regaining consciousness, you find your ears, nose and eyes are bleeding, and you're suffering from a terminal migraine! (Well, it happened to me anyway!)

When the paramedics have gone, and you regain the power of sight, you marvel at the gorgeous fairway static peering out from behind the options menu. The trees and shrubs are a joy to behold as they sit behind the babbling brook (what a lovely spot for a picnic!).

You should head off to the practice green first for a quick spot of driving and putting, and once you've warmed up you can have a bash at the tournament.

Computer opponents come in three varieties: pro, amateur and novice, and you can have up to four cybernetic combatants, as well as three so-called friends. Human competitors also have three skill levels, and these affect player precision and natural hazards, including wind and bunker traps.



There are four real-life courses to test your skill on: St Andrew's, Gauntlet, Doral and Cypress Creek. These range in difficulty and length, and all have the prerequisites necessary for a challenging round. Tees can be placed in three clearly defined areas: front, competition and tournament. This alters the length of the holes and forces you to adjust your drives to compensate.

Up to the tee-off and the screen is split into two distinct areas; on the left and occupying three quarters of the display is the main play area. Your sprite is well-animated with the classic golfing swing, albeit a little wooden, and is viewed from behind your player. The screen also includes insets showing wind speed, currently selected club and shot-power indicator. Clouds roll lazily by and the flag is clearly visible on the green in the distance. The fairway is mapped out ahead of you, and water and sand traps greedily await a badly-struck ball.

To the right of this is the rather helpful overhead view of the present hole. Yards remaining and shot number sit atop this, while below are shown your handicap and score so far.

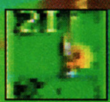
Graphically *Leaderboard* is a polished product. The most impressive of the visuals are the trees as you try to hook your ball from their midst, with lush greenery bedecking the canopies of the mighty oaks and beeches (well they look like oaks and beeches to me!).

JOIN THE CLUB!

1 WOOD (DRIVER)
The longest hitter in your bag. Use is limited to teeing off, and the odd long fairway shot.

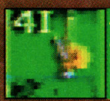
3 WOOD
A huge hit can still be made with the three wood, but this club is rarely used.

5 WOOD
The shortest of the woods, the five, is used for high, long shots. Don't count on using it much though.

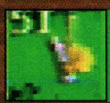


2 IRON
Comparable in length of shot to the woods, the two iron can be used instead.

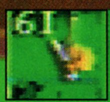
3 IRON
Still a big hitter, the three iron can help you out of many a sticky situation.



4 IRON
Many golfers consider some clubs unnecessary. The four is one. Long hitters use it instead of the three.



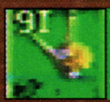
5 IRON
Middle distance shots require the use of the five iron. It's a good club for chip and runs, too.



6 IRON
Not too great on length, the six iron is the first of the 'lofty' clubs. These all hit high in the air.

7 IRON
Lofty clubs have two uses; firstly they enable golfers to lift the ball over nearby obstacles.

8 IRON
And secondly, a short stroke can still be struck heavily, necessary for good technique.

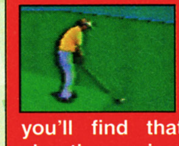


9 IRON
Almost a pitching wedge itself, the nine iron 'pops' the ball up into the air over a short distance.

PITCHING WEDGE
Suitable for very short, edge-of-the-green strokes. A much-needed club in your collection.

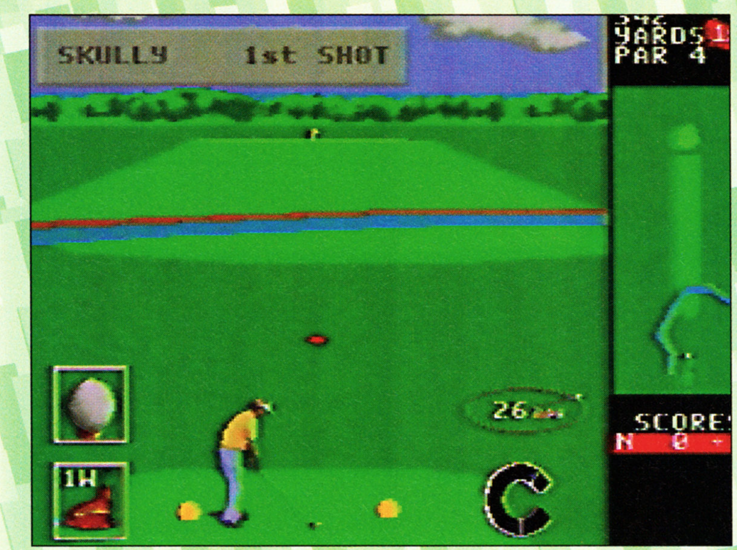
SAND WEDGE
Self-explanatory, really. The sand wedge's use is lim ited to retrieving the ball from bunkers.

PROTIP

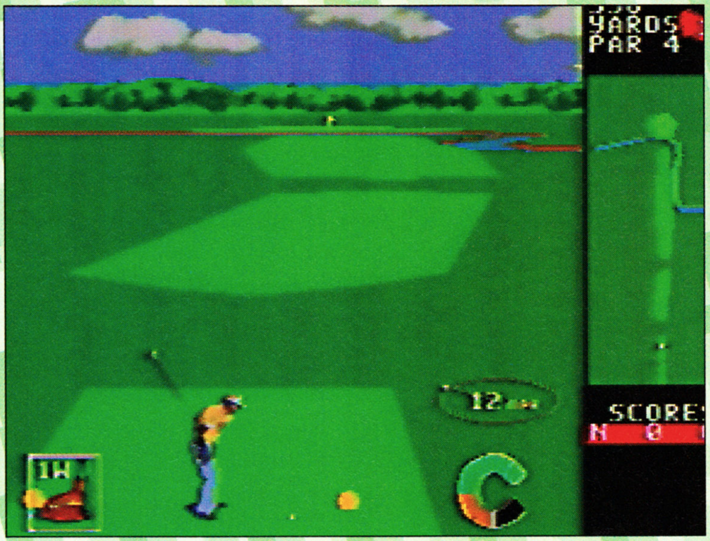


This set of clubs is really long, so hit your green shots slightly on the conservative side or you'll find that you're overshooting again and again!

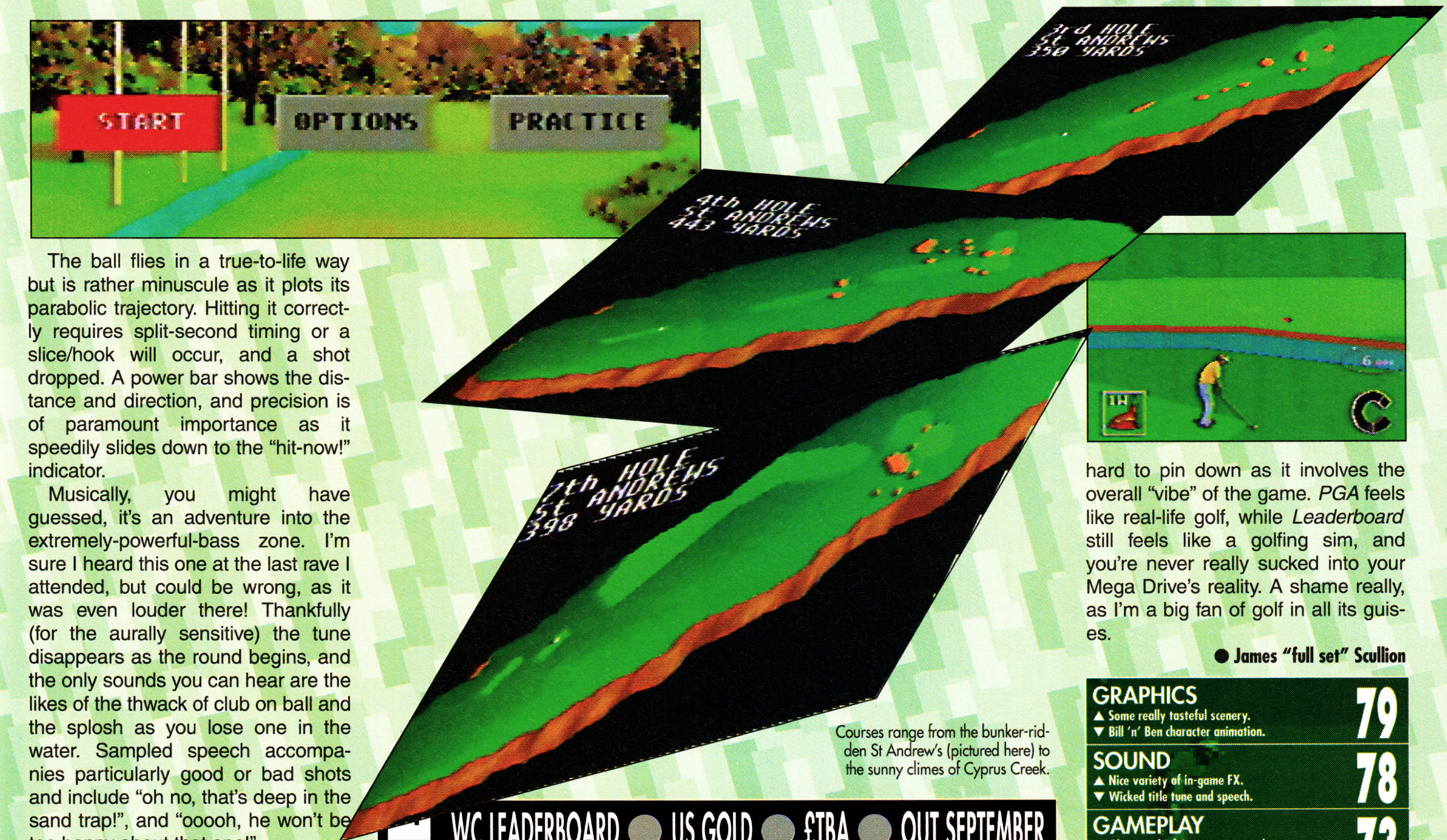
He's echoing the dog.



"Okay, caddy, I think I'll have my driver again." "Do you think that's wise, Mr Scullion? I'd recommend a three iron, myself." "Look, caddy, because of your advice I'm now several shots over par, so shut up and give me my driver, or you're fired!" "Yes, sir. Oh what bad luck, sir. Hate to say I told you so, sir!" "Argggghhh!" (Sound of club hitting caddy's head!)



Look at that swing! Poetry in motion, as James "Ballesteros" Scullion hits another thundering drive down the fairway, on his way to winning the UK Open, with prize money of several squillion dollars! (And then he woke up!)



Courses range from the bunker-ridden St Andrew's (pictured here) to the sunny climes of Cyprus Creek.

The ball flies in a true-to-life way but is rather minuscule as it plots its parabolic trajectory. Hitting it correctly requires split-second timing or a slice/hook will occur, and a shot dropped. A power bar shows the distance and direction, and precision is of paramount importance as it speedily slides down to the "hit-now!" indicator.

Musically, you might have guessed, it's an adventure into the extremely-powerful-bass zone. I'm sure I heard this one at the last rave I attended, but could be wrong, as it was even louder there! Thankfully (for the aurally sensitive) the tune disappears as the round begins, and the only sounds you can hear are the likes of the thwack of club on ball and the splosh as you lose one in the water. Sampled speech accompanies particularly good or bad shots and include "oh no, that's deep in the sand trap!", and "ooooh, he won't be too happy about that one!".

Playability is fair. To be brutally honest, it pales into insignificance when compared with the infinitely superior *PGA Golf*, but on the other hand is still good fun when competing against human opponents. Unfortunately, it lacks realism at a fundamental level, but this flaw is hard to pin down as it involves the overall "vibe" of the game. *PGA* feels like real-life golf, while *Leaderboard* still feels like a golfing sim, and you're never really sucked into your Mega Drive's reality. A shame really, as I'm a big fan of golf in all its guises.

● James "full set" Scullion

PROFILE

WC LEADERBOARD ● US GOLD ● £TBA ● OUT SEPTEMBER

CART SIZE	4Mbit
PLAYERS	4
STAGES	4x18
SKILL LEVELS	4
FEATURES	teamplay, versus

SUPPLIER
US Gold
Unit 2/3 Holford Way
Holford
Birmingham
B6 7AX
✆(021) 6253388

GRAPHICS	▲ Some really tasteful scenery. ▼ Bill 'n' Ben character animation.	79
SOUND	▲ Nice variety of in-game FX. ▼ Wicked title tune and speech.	78
GAMEPLAY	▲ Okay on the fairways, not on the greens. ▼ Still feels like a golfing sim.	73
CHALLENGE	▲ Play the computer at Pro level for a laugh! ▲ Lots of holes and variety.	79

Save your money, *PGA Tour Golf* is still the best golfer around.

PROSCORE 77

He's once eigth god.

The many faces

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EA flick us the bird!
We infiltrate the Corporation
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Marble Madness bowls us over
Arnie gets a Yo! from the Pros
Aye carumba! Full Simpsons preview
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Wonder Boy sequel slashes in
Slice-'em-up in Ax-Battler
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OLYMPIC GOLD
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pro PICK

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

GAME GEAR

ALIEN SYNDROME

Producer: Sims
ProReviewed: SegaPro#7
ProScore: 84 (import)

Fab deep-space arcade adventure, *Gauntlet*-style, that has you saving the inhabitants of moon-base Alpha from the most ugly marauding alien space-buccaneers you'll ever come across. Plenty of bolt-on weapons and massive play area make this a real GG winner.

The Pros said: "An excellent extra-terrestrial extermination escapade."

SPIDER-MAN VS THE KINGPIN

SPIDER-MAN
VS
THE KINGPIN

Producer: Acclaim
ProReviewed: SegaPro#6
ProScore: 92%

Against-the-clock action through several tortuous levels in a desperate attempt to clear your name and save New York. Wicked graphics and gameplay have GG *Spider-Man* swinging straight into this issue's ProPick. Simply the best platform game to date on the hand-held!

The Pros said: "Marvel-lous! Packed with challenging) cartoon action."

THE CHESSMASTER

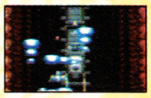
BLACK IS
CHECKMATED

Producer: Sega
ProReviewed: SegaPro#7
ProScore: 83%

Packed with options and exceptionally user-friendly, *The Chessmaster* is great even if you're not a big fan of chess. Plenty of meaty samples tell you whether you're playing well or not, and it's very tough to beat.

The Pros said: "The most comprehensive chess tutor you will get."

GG ALESTE



Producer: Compile
ProReviewed: SegaPro#5
ProScore: 89% (import)

Widely accepted in the SegaPro office as the number one shoot-'em-up for the Game Gear. All the classic stuff is in here. Multiple power-ups and huge level guardians make this an absolute must for blaster fans. Eight stages of pure hot arcade action.

The Pros said: "The best shoot-'em-up on the GG."

MONSTER WORLD II

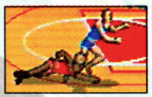
Producer: Sega Japan
ProReviewed: SegaPro#8
ProScore: 84%

The now-legendary Wonder Boy has been transformed into a lizard kid by the evil Vampire Dragon!
Annoyed by this he embarks on a search for the magic cross which has the power to restore him to his original form. Will he succeed? His fate is in your hands!

The Pros said: "A great progression from the original."

MASTER SYSTEM

ARCH RIVALS

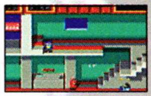


Producer: Acclaim
ProReviewed: SegaPro#7
ProScore: 83%

Balls-out arcade basketball fun where the only rule is there are no rules! Dive, lunge and punch out your opponents in the quest for on-court victory! Play against computer or human opponents, or team-up with a friend, but watch out, you may lose your shorts!

The Pros said: "Strictly two-player only... but very enjoyable!"

BONANZA BROS



Producer: Sega UK
ProReviewed: SegaPro#6
ProScore: 75%

Not an extremely high score for such a playable platform romp. Robo and Mobo are rapidly becoming cult figures on the Master System. Their Lego-man graphics are well-animated and ingeniously funny. The only let-down is the ease of completion, but that won't stop you coming back for more!

The Pros said: "This will have Jake and Elwood rolling in their graves."

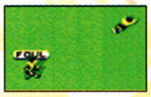
ASTERIX

Producer: Sega
ProReviewed: SegaPro#7
ProScore: 90%

You play either Asterix or Obelix in this stunning platform game. You've got to rescue Getafix, your druid, who's been kidnapped by the Romans. Graphically superb, the characters could have jumped from the pages of the comics.

The Pros said: "No matter what your age, you'll love playing *Asterix*."

CHAMPIONS OF EUROPE



Producer: Tecmagik
ProReviewed: SegaPro#7
ProScore: 92%

The *other* footy game everyone has been waiting for. With plenty of nice touches, such as talking players, international play and wind toggle option), it should do rather well. Fast and playable, and the goalie's not as superhuman as another soccer game we could mention.

The Pros said: "A rival for *Super Kick Off* has arrived on the MS."

ALIEN STORM

Producer: Sega
ProReviewed: SegaPro#5
ProScore: 80%

The aliens have taken over the city and it's down to you to clear them out. This is the game that gives "shoot up shops" a whole new meaning. Diverse enough to keep you coming back to try and reach that one extra level. One of the better shoot-'em-ups on the MS.

The Pros said: "Looks good, plays great."

MEGA DRIVE

SUPER OFF ROAD

Producer: Accolade
ProReviewed: SegaPro#8
ProScore: 85%

Possibly the most fun you can have without getting mucky. Two players compete in this motorised bounce-arama for the chance of pots of money and close contact with well-endowed semi-naked bimbettes! 16 track configurations and uprated equipment ensure long-term enjoyment.

The Pros said: "...deranged driving at its break-neck best!"

TWO CRUDE DUDES

Producer: Data East
ProReviewed: SegaPro#6
ProScore: 91%

Biceps abound in this post-Apocalyptic throw-'em-about. Two muscle-bound meatheads have been ordered by the President to clear New York of rad-mutants so that the re-building programme can commence. Ultra-accurate turbo-charged mayhem. A must!

The Pros said: "Move over *Streets of Rage, TCD* are kicking ass tonight!"

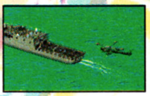
THE TERMINATOR

Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 92%

If you don't yet know the plot to *The Terminator*, you play Reese in his heroic attempt to save Sarah Connor from an exceedingly brutal mass-murdering cyborg from the future. You'd better get it up, or it's bye-bye human race!

The Pros said: "Top-notch platformer. Killtastic!"

DESERT STRIKE



Producer: Electronic Arts
ProReviewed: SegaPro#6
ProScore: 92%

Based on the party Saddam Hussein held in Kuwait recently, *Desert Strike* puts you in charge of one of Stormin' Norman's Whirlybirds. With plenty of missions and great sound and graphics, this game is frighteningly realistic. The definitive combat shoot-'em-up!

The Pros said: "...a masterpiece of intense action."

ARCH RIVALS

Producer: Acclaim UK
ProReviewed: SegaPro#7
ProScore: 81%

A wholly unheard of concept, this is beat-'em-up basketball. True-to-life action with the addition of a host of legal(ish) fouls combine to make this a fun, playable piece of software. And if you don't like the lack of rules, then go and beat up the ref!

The Pros said: "Great fun... One wacky game to play."

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Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

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DAMIAN BUTT'S PROLINE

You know how to give us the latest and greatest tips, but Damian can also get them to you. Damian Butt's ProLine is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll not only get Damian's personal choice of music, you'll get 100% Sega tips – no ads, no bull, just help. Damian Butt completes every game he plays, so you can be sure that every tip you hear has come from the UK's top Sega tipster. The number to phone for the latest hints is...

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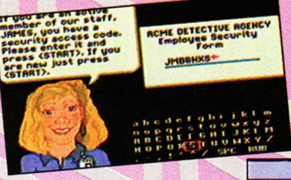
Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring!

WHERE IN TIME IS CARMEN SANDIEGO?

WINTICS received a whopping 88% when it was reviewed in SegaPro#6 and for those of you who have been struggling ever since to locate and capture all Carmen's croonies, and even the little lady herself, here are all the level codes for catching all the criminals. Our very own Jimbo Scullion was the man who played the time-travelling Sherlock Holmes for two solid days to get these codes. Okay, James, you can go home now.



If you are an active member of our staff, JAMES, you have a security access code. Please enter it and press <START>. If you are new just press <START>.

ACME DETECTIVE AGENCY
Employee Security Form
JMBBHXS

Peru
MEGA DRIVE
88 HRS
TRAVEL
SEARCH
DATA
ABORT

Hiram [illegible] an American professor, led an expedition to the ruins of Macchu Picchu. Several centuries earlier, Spanish conquistadors had failed to reach the Incan site.

1 GBBBHDB
2 GMBBJFB
3 GMBFKGB
4 GPBFLHB
5 LPBFSJB
6 XPBFJKM
7 XPDFLLM
8 XRDFMMB
9 XXDFNNB
10 XXGFSPB
11 XXLFDRM
12 XXXFPSM
13 XXXGRTB
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18 GMHBNFN
19 LMHBWGN
20 LMJBBHD
21 LMTBNJD
22 LMXBSKD
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24 XMXDKMD
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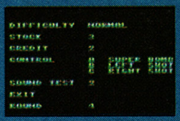
26 XMXTMPD
27 XSXTNRD
28 XTXTPSN
29 XTXXRTN
30 XXXXSWN
31 DFBBBXD
32 DKBBDBF
33 DWBBFDF
34 DWHBLFF
35 NWHBBGP
36 NWHFDHP
37 TWHFKJP
38 TWHPLKP
39 XWHPPLP
40 XWJPSMP
41 XWTPJNF
42 XWXPMPF
43 XWXRNRP
44 XXXRPSF
45 XXXXRTF
46 FBBBBWP
47 FHBBDXP
48 FHDBGBR
49 FHDFHDR
50 FHDFKGR
51 GHDPMHR
52 GHGPRJR
53 GJGPSKG
54 LJGPDLR
55 LLGPFMR
56 LLLPLNR
57 LLLRMPG
58 LXLRNRG
59 XXLRFSR
60 XXXRRTR
61 XXXXSWR
62 DBBHBXG
63 DBMHNBH
64 DBPHSDH
65 DFPHTFH
66 DFRHXGH
67 DFXHHHS
68 DFXKJJS
69 DKXKKKS
70 DKXLLLH
71 DKXXMMH
72 DLXXNNS
73 GLXXSPS
74 LLXXDRH
75 XLXXPSH
76 XXXXRTH
77 JBBBGWS
78 JMBBHXS

STEEL EMPIRE

MEGA DRIVE

When you are choosing your ship, press C, A, C, A, START and B on player two's joypad. This will give you 99 bombs. To get to a stage select, choose the sound test from the options menu and play the first tune twice, ninth tune once and second tune once. You will now enter the level select.

To get a few extra lives, set the difficulty to hard, stock to two, credit to one, choose the sound test and play the 65th tune. You will now get 99 lives.



DIFFICULTY NORMAL
STOCK 3
CREDIT 2
CONTROL
SOUND TEST 2
EXIT

To get some extra levels to your ship, set the difficulty to hard. Now set your stock to three, credit to two and choose the sound test. Play tune 77 and start the game. Press player two's B button and your ship's level will be raised.

QUAD CHALLENGE

Scott Sullivan from Bath sent in these level codes for this rare – and not very good – racing game.

HEAT	CODE		
1	No code		
2	EC6T		
3	M4SR	10	8SWG
4	DTXG	11	HGLY
5	9F2J	12	Q44E
6	13RB	13	WHCM
7	PNF5	14	TVGZ
8	CR11	15	SNDN
9	5JE8	16	B164

THE FLINTSTONES

If Fred's troubles are proving too much for you, try this little cheat to ease your woes. On the title screen press UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT and LEFT. Now start the game as normal but when you are playing press PAUSE. Hold down buttons ONE and TWO and press UP for level one, RIGHT for level two, DOWN for level three and LEFT for level four.

PUT 'N' PUTTER GOLF

Oh dear, oh dear. Some of you were sharp-eyed enough to spot that in the last issue there was a horrible blank space where there should have been some codes for this game. Poor old Chris Lloyd from Nottinghamshire must have been sick as a Mario to see it missing. Still, we can do little more than apologise and print the codes this month. Sos, Chris.

HOLE	LEVEL	PASSWORD
3	Beginner	SANAT
7	Beginner	DKGKL
10	Beginner	OATBK
13	Beginner	BKMLD
16	Beginner	LKPKO
4	Master	WBNAU
7	Master	KBQAT
10	Master	PLJKF
13	Master	FLMKF
16	Master	MBZAL

MONSTER WORLD II

Enter the password MODE FOR 0000 000. Now start the game as normal and you can play as Lizard man instead of the normal human character, even after you have killed the Megadragon. If you want to stop the sound of the doors opening and closing enter the password PLAY THE ONGAKUN.

TURRICAN

Did you know about the extra special bonus options menu hidden away in this old blaster? First enter the options screen as normal and position the cursor on Exit. Now press DOWN on the joypad and while you are holding it press A, B, B, A, B, A, A, B, A, A, B, A and A. As you can see from this screen, you can pretty much customise the game as you want it.

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THUNDER PRO WRESTLING

We've only just reviewed this grappling game but the Pros (as always) are on the ball with the cheats. When playing in modes other than the World Championship, select your wrestler, then to get the same character again press both B and C on the same guy. You can do this as often as you want to arrange a fight between the same wrestlers.

グレート花形
190cm 102kg
延髄斬
PUSH START BUTTON
©HUMAN 1992

Pause the game during a fight and then hold UP and press B. You will now change the background music. When the screen displays Game Over hold UP and C. The number of continues will now be increased to three again. You can do this as often as you want.

JOE MONTANA SPORTSTALK FOOTBALL

A method has come to our attention whereby you can effectively make up your own passcodes for this talkative cart. The method couldn't be simpler. The first thing you have to do is get a password, any password will do. The next step is to note down the first three characters and the last two. Now just insert any of the three groups of characters to get to the finals.

RSS5B will take you to the first round.
S555B will take you to the league championship.
T555H will take you to the Sega Bowl.

DESERT STRIKE

Adrian Eldred from Rochdale has spent many late nights blowing up Arab dictators in this smash hit game from Electronic Arts, and he has decided to share his covert knowledge with us. Let's take it mission by mission.

MEGA DRIVE
DANGER ZONE!

CAMPAIGN 1

(Air supremacy)

Firstly, the extra life is located on the far right of the map in the two storey building located where the road forms a square. Other items include a fast ladder hidden in the Nissen hut located where the road forms two squares in the centre of the map. There are also three armour repair icons hidden away. The first is under the power station, the second is behind the watch tower at the lower right command centre and the third is on the bottom road going inland. Follow the road to the bend and the armour repair is in the middle of the three buildings.

Tracker is the best co-pilot to take on the first two missions. Jake is the MIA you will rescue at the crashed plane at the top left of the map. Rescue him and he will be available on mission three. To conserve a little ammo, fly very close to buildings that have gun emplacements or tanks on the other side. The enemy will then fire at you but hit the buildings instead, blowing them up. When you rescue the secret agent make sure you have plenty of ammo as four VDAs will attack you as soon as you drop your co-pilot.

CAMPAIGN TWO

(Scud buster)

When you attack the radar sites, there is an ammo box concealed in the middle site. The jailbreak comes next. The top jail is defended by a soldier and two mobile guns. However, concealed in the buildings all around the jail are a quick ladder, an ammo box, an armour repair and two fuel drums. The middle jail has a fuel drum and an ammo box concealed in the buildings and the bottom jail has an armour repair, an ammo box and a fuel drum near it.

It is best to get the quick ladder before picking prisoners up for obvious reasons.

An extra ZSU will attack while you are picking men up.

The power station is protected by three bazookas and two snipers; there is an armour repair hidden under the station. You have to destroy the power station to kill the bazooka on top. Knock out some pylons for extra points and then it is on to the chemical weapons complex.

The complex is defended by two AAAs and two VDAs will arrive later. There is an ammo box on the ground and a fuel drum hidden in the rocks, so be careful as there is a sniper by the drum.

Call up the map screen to locate the SCUD commanders and go and pick them up. Their defence is quite light. Then head straight for the SCUD sites before they can launch.

At the command centre near the POW camp, blow up the watch tower because the commander will run there first. If a building housing a commander also houses a soldier wait for them to separate before going in to pick him up. Refuel and rearm before you pick up a commander because if you do it after, the missile will launch before you get to it. A word of warning, if you kill two or more commanders you will be recalled to the frigate.

When you reach the POW camp circle it and take out the watch towers first. There are two fuel drums, an ammo crate and an armour repair in the buildings surrounding the camp. Only blow one hut at a time as a ZSU will attack you as soon as you blow it. When you are full, ferry the prisoners back to the landing site, the nearest is quite close but has a watch tower between it and the camp. Some of the buildings on this level have MIAs signalling from the windows; look out for them and get them.

Next month we'll carry on with the final two missions in this stunning shoot-'em-up.

ACTION REPLAY PRO CODES

Yet again the Pros have been slaving over a hot Mega Drive to bring you the latest and hottest codes for the Action Replay Pro, Datel's hacking cart. For those of you who have the original Action Replay (now only £39.99!), Datel have promised us some codes for the next issue (apparently they have been working on some moderately important project that's been keeping them busy).

These codes can only be used if you have an Action Replay Pro cart, available for £49.99.

BAD OMEN
(Japan cart)
`FFE70 C0004`
Infinite lives

TROUBLE SHOOTER
(USA cart)
`FFFE2 10005`
Infinite lives
`FFB7F 90008`
Infinite magic

CASTLE OF ILLUSION
(USA cart)
`FFF32 50003`
Infinite lives

KID CHAMELEON
(USA cart)
`FFFC1 F0006`
Stops the clock at 3.05
`FFFC4 10002`
Invulnerability
`FFF8F 00004`
Makes Kid run faster

Thanks to A Dennis **from Crewe for those codes.**

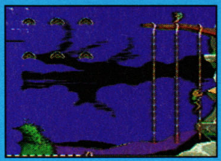
ZOOM
(USA cart)
`FFF00 B0003`
Infinite lives

WINGS OF WOR (GYNOUG)
(USA cart)
`FFD6C D0004`
Invulnerability

TWIN COBRA
(USA cart)
`FFB29 F0005`
Infinite lives
`FFB28 60003`
Infinite bombs

ROADBLASTERS
(USA cart)
`FF2A5 D0005`
Infinite lives

PHELIOS
(USA cart)
`FFF47 30003`
Infinite lives
`FFF47 50003`
Invulnerability

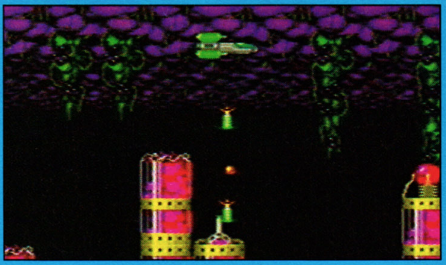


DARK CASTLE
(USA cart)
`FF130 B0003`
Infinite lives

BIMINI RUN
(USA cart)
`FF3BA 50006`
Infinite lives

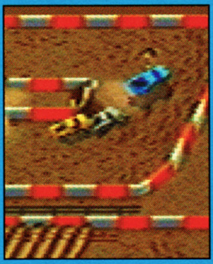
HELLFIRE
(USA cart)
`FF006 70004`
Infinite lives

GOLDEN AXE



(USA cart)
`FFFE7 C0003`
Infinite lives

SUPER OFF ROAD
(UK cart)
`FF0CE A0005`
Infinite nitros
`FF0CD 30002`
`FF0CD 40002`
`FF0CD 50002`
When the computer completes a lap it doesn't count, so all you have to do is complete five laps taking as long as you like to win.



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- Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.
- Action Replay also works as Japanese adaptor, allowing you to play import cartridges on your UK console.
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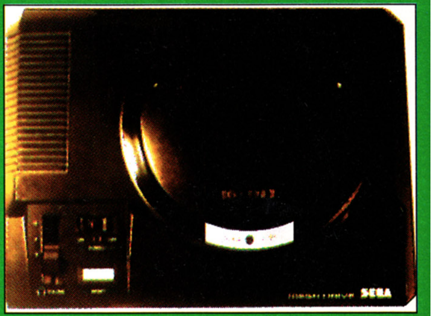

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KID CHAMELEON

Talk about a stunner, Kid Cameleon, the coolest kid in the USA, featured in this 1800 screen *Mario* clone which proved beyond all doubt that Mega Drive games can be extremely challenging. Ryan Butt (a gamesplaying ace) sent in this incredible two-part solution providing a complete run down of the levels with all the secret rooms, extra lives and continues you will ever need to complete the game. This month you get the first 20 levels to give you a real taste for the game and its many surprises. For his tireless effort Ryan wins three carts of his choice.

LEVEL 1
Blue Lake Woods I

As this is the easiest level, run straight through it avoiding everything and not collecting any prizes or diamonds. At the end of level round up, you will receive a massive points bonus for missing all the obstacles and completing the level in a record time. This often gives you an extra life.

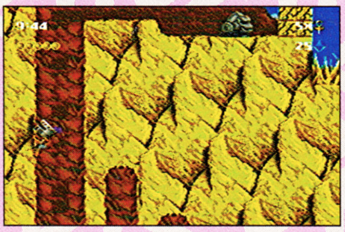
LEVEL 2
Blue Lake woods II

Collect the red Stealth helmet at the beginning and drop down the well. At the bottom keep walking right until the passage widens. Leap up to the highest prize block here for an extra life. Walk right to the transporter and then right once you have been teleported to past the well entrance. By jumping onto the hovering blocks and jumping again the kid can get two secret prize blocks. Position yourself above the two stripes of spikes and jump between the second and third brick along for an extra life. Do the same on the second strip to receive a continue. Now run to the flag.

LEVEL 3
Highwater Pass I

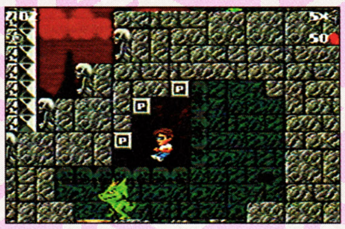
Collect the Berzerker helmet at the start and smash through the wall. Keep going right and jump on the rubber blocks. When you reach the cavern at the top of the steps, kill the robot and jump furiously to reveal loads of hidden blocks including a helmet and a continue in the top-left corner. Get the Iron Knight's helmet and scale the wall pressing c continuously. Use the Berzerker helmet at the top to break the wall and jump across the spikes to the secret room and collect the bonuses. Now go up then right to the flag.

LEVEL 4
Highwater Pass II



Go right and kill the hands to avoid severe annoyance. Transform yourself with the red helmet and proceed right. Follow the path downwards and when you reach the jewel enemy, run up the slope to the left for some more bonus blocks. When you have collected them all, walk slowly to the left and, hey presto, you will drop to a mega secret room with a cornucopia of blocks to plunder. When you have transported, go right down the slope and stand under the cannon brick and jump to fire it. Now make a mad dash for the flag.

LEVEL 5
Under Skull Mountain



Collect the Maniaxe mask and fall off the edge, when on solid ground collect all the prize blocks as one of them contains an extra continue. Run right and drop down the shaft and head left to the end and then right again. On every slope, jump just before you reach the end to avoid the spikes waiting for you. Collect the prize block to receive an extra life. Run down the next slope and jump up to the wall whilst pressing right; you should enter a secret room with prizes and a transporter. When you re-emerge from the teleportation, jump onto the mushroom blocks until you reach the top and collect the prize block containing an extra life. Now drop down quickly and head for the flag. There is another secret room to be found, just leap the flag and push towards the wall and you will magically drop to a tiny room deep in the magma. Now that's magic.

LEVEL 7
Under Skull mountain III

Get the prize blocks and make your way up the disappearing platforms, when you reach the top, jump to reveal a couple of hidden prizes. Now drop down and continue right. Jump on the many moving platforms and touch the cannon blocks to clear your escape route. Keep doing this through each tower and set of platforms until you reach the last set, now instead of going down the slope, jump and push right and you will enter yet another secret room. Now drop through the cannon bricks to the flag.

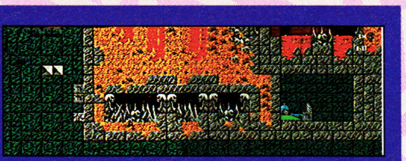
LEVEL 8
Isle of the Lion Lord

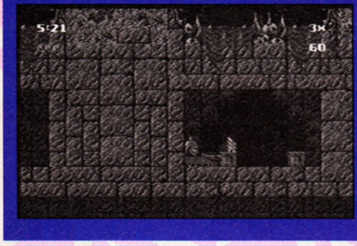
This is another easy level to complete so it's best to go for the speed bonuses again. Simply drop down the hole on the left and run along the

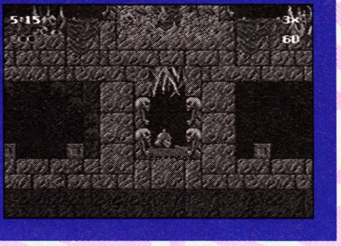
LEVEL 6

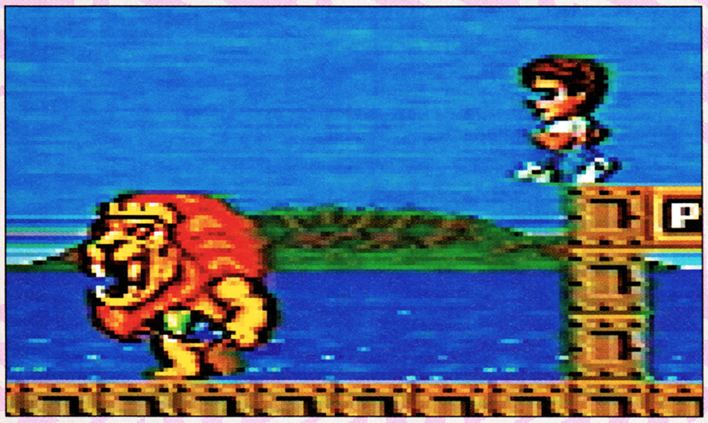
Under Skull Mountain II

Collect the Juggernaut mask and go left until you reach the end. Allow yourself to drop down and when the platforms disappear, push left until you drive into the wall. Now turn and leap across the chasm and into a secret room directly to the right using part of a collapsed platform. Collect the prizes and drop through the concealed gap to the flag.









bottom to the right, then jump up the platforms to the higher levels and run left (avoiding the second Lion Lord) to the flag.

LEVEL 9

Hills of the Warrior I

A straight race against time. One delay and it will be curtains at the mercy of the metal, spinning sharp thing. The best way to clear this level is to keep high and try not to trigger any cannon blocks or then will set chain reactions causing you considerable harm. If you're in a race, the last thing you need is a hail of spikes to dodge. When you reach the last baddie, remember to jump on the platform shortly afterwards to reach the flag, if not, you will be trapped!

LEVEL 10

Hills of the warrior II

Believe it or not, the first part of this level is easier by tank. The Juggernaut mask is at the top-left corner of the screen when you jump on the platforms. Make your way across the top of the screen blasting all the enemies. When you come to the disappearing bricks, continue to jump from one set to the other until you reach solid ground, then drop down and go into the cavern with the prize blocks inside. Inside is a Berzerker mask which you can use to break through the wall; drop down and do the same again, now fall to the flag.

LEVEL 11

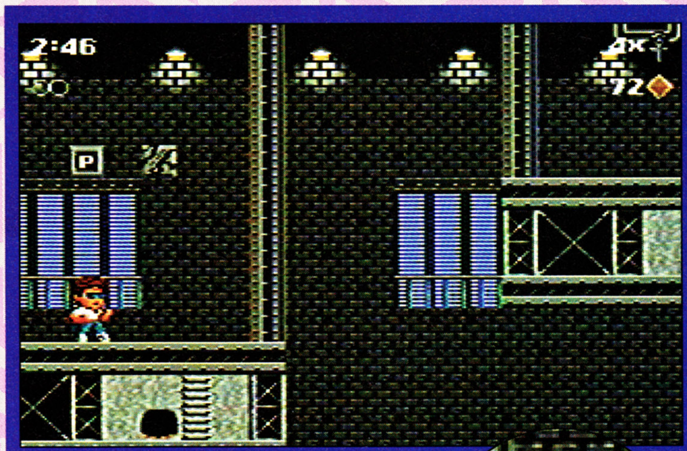
Windy City

As soon as you come to this level jump upwards to avoid the baddies and run quickly to the right. Keep going right and up and down the slopes and fall through the hole. Now simply run left avoiding the bad guys and spikes and hit that flag.

LEVEL 13

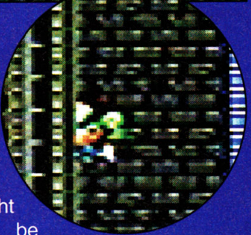
The Crystal Crags

Climb to the top of the cliff and collect the first prize block that you come across as this contains an extra life. Now hop across the ledge and collect the third prize block along for a Berzerker helmet. Drop down and run left to the edge and push right until you hit the ground. Now jump over the small cavern with the hand inside and land on the rubber blocks. Bounce up until you are able to jump into the narrow entrance leading into the ice caverns. Fall to the ground and walk left under the metal bricks and jump onto them to trigger the cannon blocks now a route should be revealed. Run right along the path, break the bricks and keep running right until you reach a passage going up with a rubber block at the bottom. jump up on it to reach the transporter. You will now be transported to Elsewhere. When you appear, jump straight up to reveal a lift block, jump up again to activate it and leap up quickly. Hit the block for a continue and get off quickly to avoid being crushed. Jump off the cliff to the right and keep jumping and pushing right and you will end up in a small room with a Knight's mask. Start jumping up the cliff using the helmet for the steep bits. When you reach the top, jump over the first chasm and drop to the bottom of the second, now break through the bricks and stand on the teleporter.



LEVEL 12

Sinister Sewers



Jump around the start area until you find a hidden prize block; this will turn you into MircoMax and enable you to stick to all surfaces. Stay jumping up and right and if you fall, keep pressing c to stick to a wall and then climb up to safety. The flag is to the bottom right of the level. With practice, this level will be extremely easy to complete.

DAMIAN BUTT'S pro TIPS HELP!

Dominic Argar from Trowbridge cannot input the passwords we gave on Game Gear *Ninja Gaiden*. Well, Dom, if you have the official version from Sega then no wonder. In our review of the Japanese version we concluded that the game was excellent but way too easy. Obviously Sega agreed and so they took out the password option. Sorry Dom and anyone else who has tried to use them, but there is no way to cheat now.

Castle of Illusion starring Mickey Mouse is probably the most tipped and talked about game on the Mega Drive. **Makella A Moore** from Middlesex cannot get past the pendulum in the cog level. All you have to do is leap onto the pendulum and swing with it to the right, then leap onto the gears, keep jumping and then negotiate loads of plungers to meet the final master of illusion.

On the same game, **Darren Ellis** wants to beat Misrabel the witch. No problem. First get up onto the block in the top left. When the ghosts appear around Misrabel, bounce attack her and hit a ghost each time. When they have all flown away, bounce attack her. The further away she gets, the faster you will have to attack. It takes five hits to beat her and finish the game.

Not a bad game, but *Gauntlet* on the MS has **Richard Gilson** from Kent completely stumped. Rich asks for any cheats or help at all.

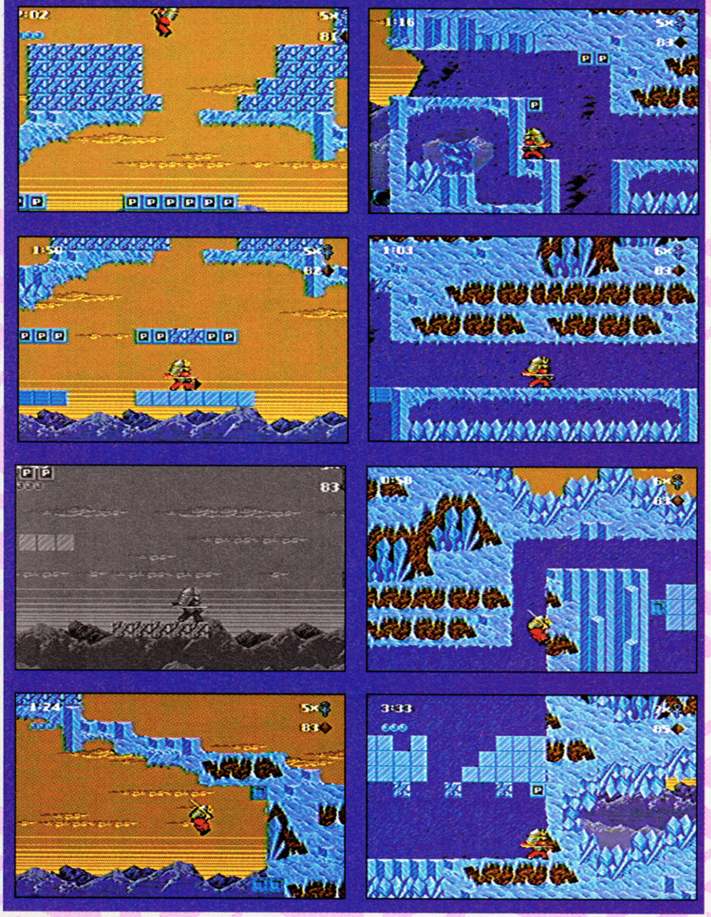
This is your lucky day because **Mac and Horn the Hackmasters** from Cardiff sent in a cheat with the

KID CHAMELEON

LEVEL 14

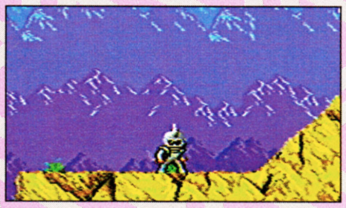
The Crystal Craggs II

Go right until you come to some bricks blocking your way. Get the red Stealth mask in the block just before and then start destroying all of the bricks around the hole in the ground. Inside there are some prize blocks, walk onto the platform and go right towards the wall. Go through the hole and collect the first prize block you come across. Now you will see two others above a disappearing platform; be sure to collect these blocks as they contain an extra life and a continue. Head right and enter a cavern. If you have the sword, smash through the blocks here and kill the bad guy waiting for you. This area contains prize blocks galore so make sure you jump in every corner to find them all. Retrace your steps to get out into the open again. Use the rubber blocks near the entrance to the hole to get some height and reach all the platforms above. The way out is to keep walking right and destroy all of the blocks to fall downwards to the flag.



LEVEL 15

Dragonspike

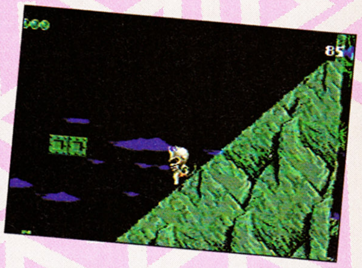


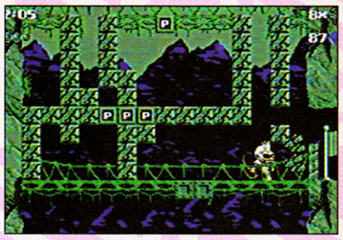
Go up the slope and bounce up on the block, now keep going right collecting all the helmets as you go. When you come to the cannon blocks, activate them and when they have been cleared out of the way jump and kill the robot. Now smash through the bricks and activate the cannon brick, this should clear your way. Wait for the platform to appear and run across smashing the bricks and charge for the flag.

LEVEL 16

Stormwalk Mountain

Drop off the side of the mountain to the right then go right and up the slope. Trigger a cannon block and this will clear the brick in the middle of the bridge. Now drop down the hole that is left and keep dropping down. Stay to the left if you can and

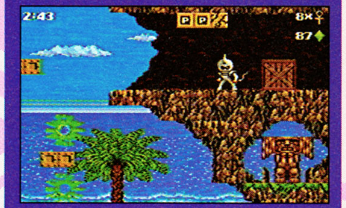




you should drop through. On the next bridge you have to drop down right and use the Bezerker helmet to smash your way to the flag.

LEVEL 17

Shishkaboss



Dodge the comical heads and make your way to the top right-hand side of the screen. Collect the third prize block in the cave to be transformed to Maniaxe. Now stand right on the edge of the ledge and fire loads of axes at the heads as they come close. If you get bored with this strategy, try getting another helmet from the cave and jumping on the boss's head to hit him. If you get caught between the head and the top of the screen you can get in many more hits than usual. The flag will appear when you have defeated the third head.

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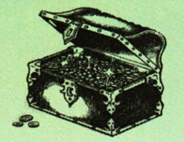

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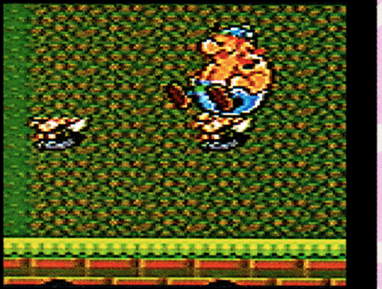


David Murphy from Essex bought the superb cartoon licence of *Asterix* on the MS but is stuck on level 6-3. For the first section in the lava, just keep moving and when the lava burns your toes, leap up and it should miss you. The route is right, up, left, up and left again to reach the second section. The moving platform is very dangerous if you cannot master its movement. Left and right controls the direction. You must get a routine and press left and right to avoid the spikes. This section takes a while to complete without loss of life.

Finally this month, **Adrian Finnis** from Kent needs to find the green plunger in *Quackshot* for the Mega Drive. You are given the plunger when you rid the Viking ship of the ghost and the pirate captain's ghost. This plunger lets you hold onto the flying birds at the south pole.

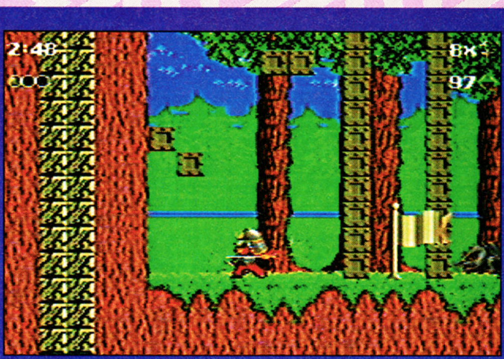
Right that's yer lot. If you have any questions on ANY Sega game then do not hesitate to write to *ProHelp, 7a Wicker Hill, Trowbridge (Town of Opportunity), Wiltshire BA14 8JS.* Unfortunately, no personal replies are possible.

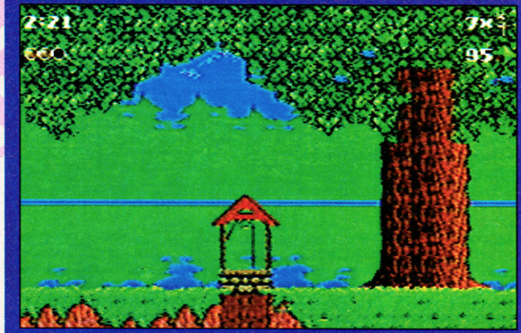
KID CHAMELEON

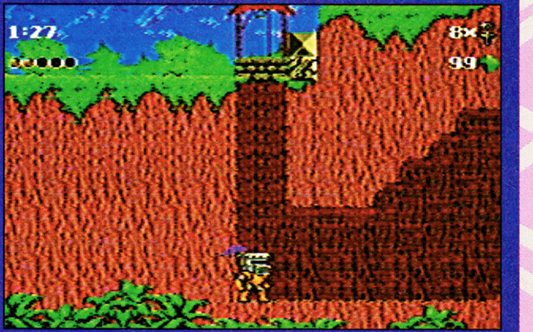
LEVEL 18

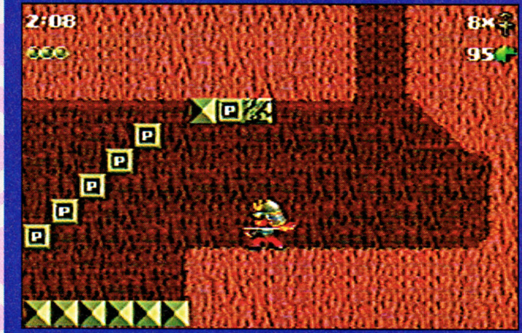
The Whispering Woods I

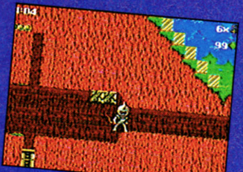
Jump over the well and jump into the top right hand corner of the screen to gain an extra life. Now fall down the well and go left to collect all the prize blocks including an extra life and continue. Fall down the gap left and then bounce along the bottom up to the flag. Unless you are tempted by the multitude of prize blocks located above.

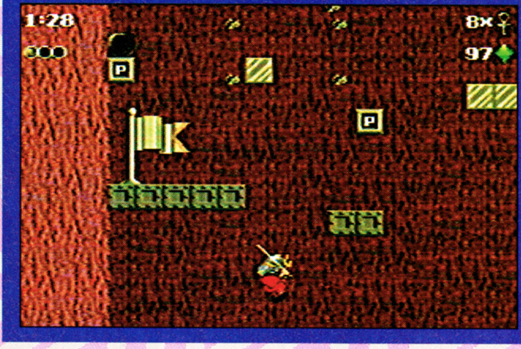


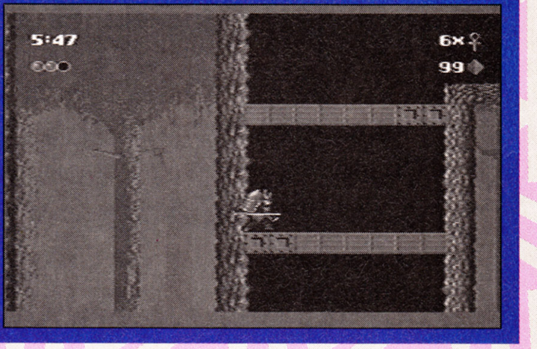












LEVEL 19

The Whispering Woods II

Keep going up then left at the top. Drop down the well and go right collecting the Iron Knight to climb the high walls ahead. When you get to the top of the second one go into the corner and jump up. When you land, you should start breaking through all the bricks below you. Now go right and climb any high walls avoiding also the deadly barriers. As the passage narrows, if you jump you will reveal a series of blocks including a Bezerker helmet. Now go right and smash out. Now go to the left, get the Iron Knight helmet from the prize blocks and drop off the edge. Climb the metal blocks and when you reach the top, and drop down to glory.

LEVEL 20

Devils Marsh I

Collect the first prize block and you will be transformed into red Stealth. Break through all the bricks that block your way and when you hit the bottom, kill the two flames and jump to reveal some hidden bricks to jump on. Find the disappearing platforms: the best way to do this is to jump across each one diagonally, this way you shouldn't fall so far if you mistime your jump. When you arrive at the top, go right and kill the enemy. Now jump over the gap and onto the bricks using your sword to smash your way out. Go right and repeat the process, then go left, kill the bad guy and jump over the gap smashing through any bricks until you reach the end. Walk along and stand on the single block then repeat the jumping method you used earlier in this level. When you reach the top you can go right and jump across to the teleporter. After you re-appear, jump over the lion cage and drop down the gap. The flag is waiting.

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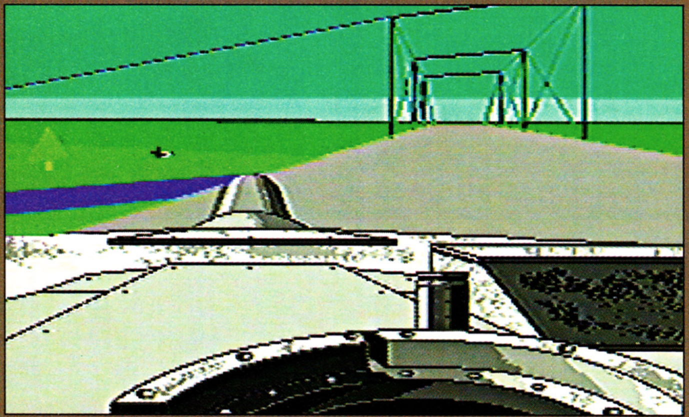
M-1 ABRAMS BATTLE TANK

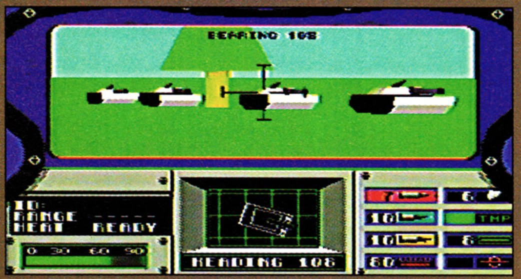
One of our newest readers, Ryan O'Neill is the only gunner who has sent in any tips for *M1 Abrams Battle Tank* on the MD. Not only is this the best tank sim on the market, but it also has some of the best missions and gorgeous scrolling graphics.

Well, Ryan, you can relax and let us do all the work as we print your excellent tips.

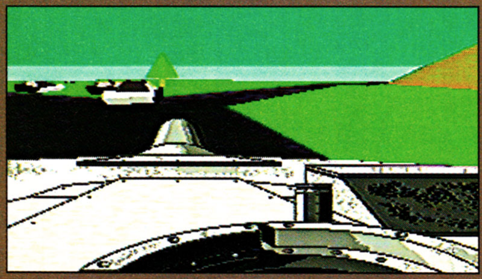


THE MOSELLE INTERCEPT

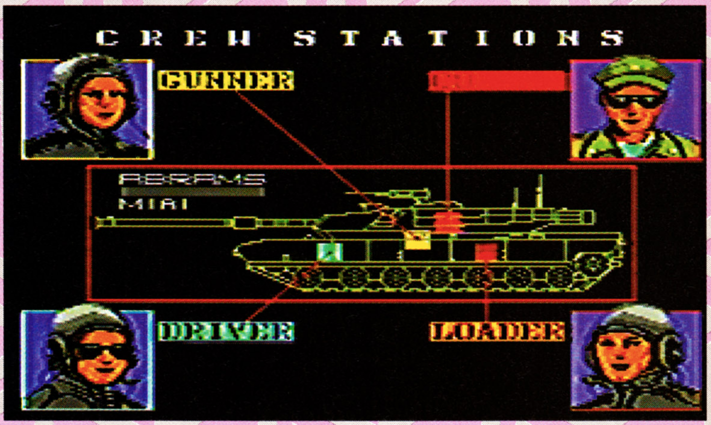
After crossing the bridge on the river Kwai, go down to the valley and under the bridge where there will be two tanks waiting to ambush the convoy when you bring them back. Give those skulking huns a shell where it counts!

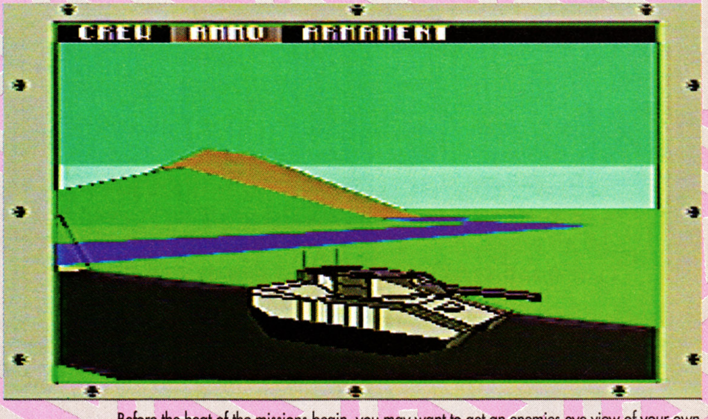


You will encounter little resistance until you rendezvous with the convoy on the NE road. Stay close to them at a speed of 20km/h. On the road south you will be attacked from the south and west. A Russian Hind attack helicopter will also attack you here.



After you cross the bridge safely with the convoy, beware of BRDMs on the hillside, they like nothing better than to pick off some loaded sitting ducks.





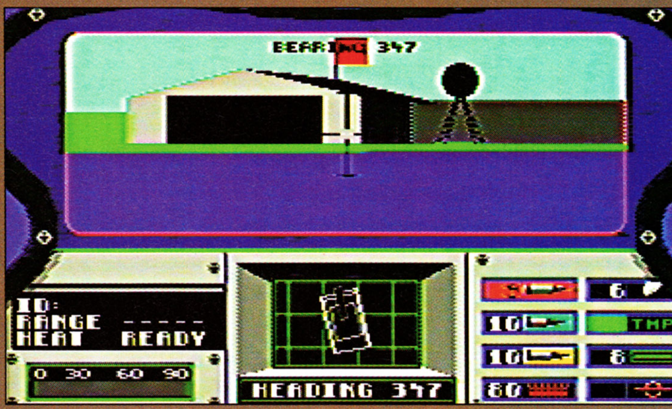
Before the heat of the missions begin, you may want to get an enemies eye view of your own tank during the demo sequence. There is alos the option to view your current crew. Remember, depending on which part of the tank is hit decides which crew member is injured or killed.

THE SIEGEN INFILTRATION

The bases are located on the map. There is a lot of SPIGOT activity on the bridge to the east. A Hind will try to cut you in half just after you cross the bridge.

MASS DESTRUCTION

First, take the bases to the north then east. Return to home base if you are damaged, then take the base to the south west. You will be attacked by some BRMDs on the long east/west road in the south.

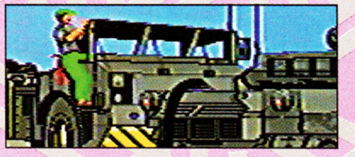


GENERAL CAMPAIGN TIPS

Before you undertake the campaign make sure you can complete each mission on at least moderate level or you will be in for a lethal shock. Also remember, if you are in a pitched battle and under heavy fire, abandon your tank because failing on a mission is more favourable that getting blown sky high.

THE MOSELLE DEFENCE

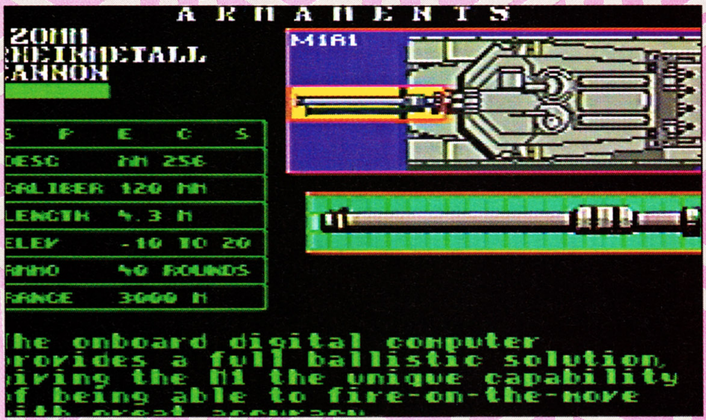
Where the attacks come from is on the map. You will most likely need to return to base at least once for repairs and ammo.



NUREMBERG HIGHWAY

This mission is very straightforward, just follow the route on the map, unless you are undamaged after crossing the bridge.

Halon damaged.

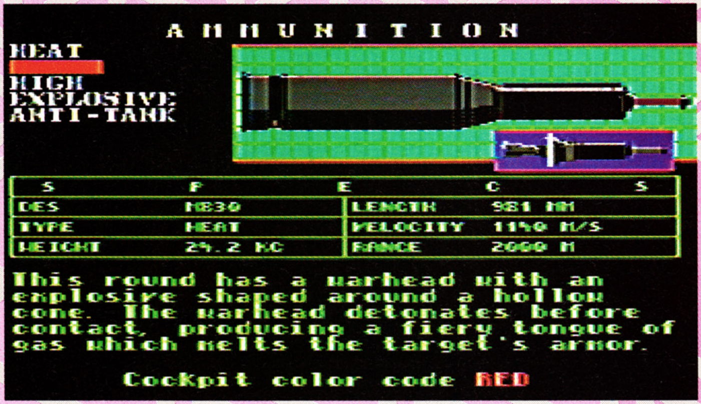


A R M A M E N T S

20MM
HEINMETALL
ANNON

S P E C S	
ESC	MM 256
ALIBER	120 MM
ENGTH	4.3 M
LEV	-10 TO 20
MMO	40 ROUNDS
ANGE	3000 M

he onboard digital computer
rovides a full ballistic solution,
iving the M1 the unique capability
f being able to fire-on-the-move



A M M U N I T I O N

HEAT

HIGH
EXPLOSIVE
ANTI-TANK

S P E	C S		
DES	M830	LENGTH	981 MM
TYPE	HEAT	VELOCITY	1140 M/S
WEIGHT	24.2 KG	RANGE	2000 M

This round has a warhead with an
explosive shaped around a hollow
cone. The warhead detonates before
contact, producing a fiery tongue of
gas which melts the target's armor.

Cockpit color code RED

Know your weapons. Here are two views of the Abrams weapons and ammunition screens which provide vital information. The rocket (Above) is superb against most armoured vehicles and the main gun (top) is 120mm of pure hell. Keep it handy for close encounters.

THE ROAD TO BONN

Destroy the bridge as soon as possible to prevent more enemy forces arriving.

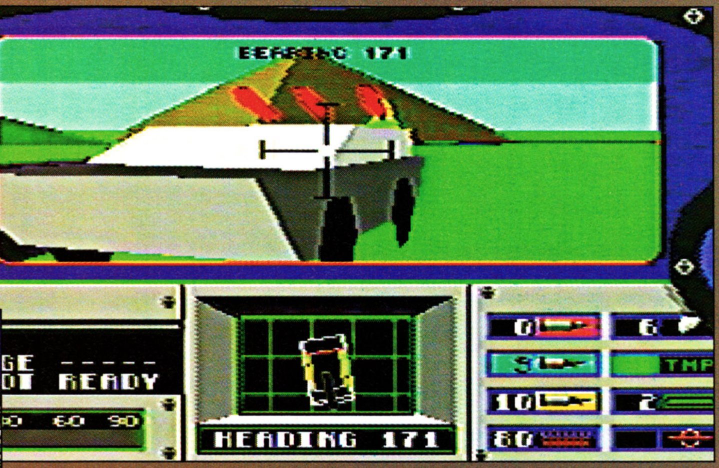
HANOVER PUSH

Watch out for SAGGERs and SPIGOTs immediately after crossing the bridge. The best tactic is to select Turret control in the gunner's station and magnify to about x4, advancing slowly and constantly pressing B until you acquire a target. Remember, there is a base to the north if you suffer heavy damage early on.

Take out the comm base first to prevent more enemy reinforcements arriving and then go for the other bases.

CONVOY

Immediately look out for two BRMDs near the convoy, the Hind will attack you instantly so stay frosty. Main ambushes come at the crossroads in the south east and after the main bridge from the east. Also look out for a sneak attack near the base from the mountains to the west.



Convoy member destroyed!

BEARING 256

TANK BUSTER

Peter Brodie from Australia sent in this handy little cheat for *M1 Abrams*. When the game starts demoing press B, B, C, B, C, C, C, B, C, B, B, C and then START. You will now be invincible to enemy shots and will have unlimited ammo. So load up and run round the countryside killing everything that moves, and come to think of it, anything that doesn't. You'll have to take care that you don't run out of fuel, though.

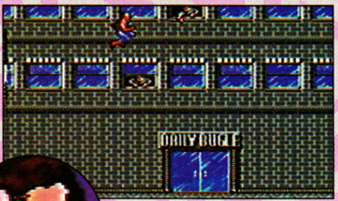
GAME GEAR

MASTER SYSTEM

SPIDER-MAN

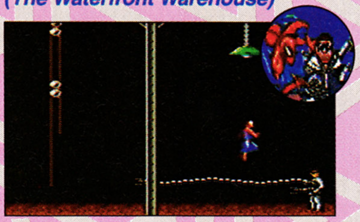
Spider-Man now has a new following with the recent release of Flying Edge's superb version on the Game Gear. In fact, they've managed to squeezed in the exact same version as was on the Master System, albeit tweaked for the smaller screen. We cracked the MS version (SEGAPRO#2), and we've done the same to the GG version. This month we bring you just the first four levels to whet your appetite.

LEVEL 1
(The Daily Bugle)



To enter the window of The Daily Bugle, Spidey will find it easier to use his wall-crawling ability. However useful his webs are, he has less control when swinging, although an alternative method is to swing to the top and position him above the window. A short drop to the window ledge is then all that's needed.

LEVEL 2
(The Waterfront Warehouse)



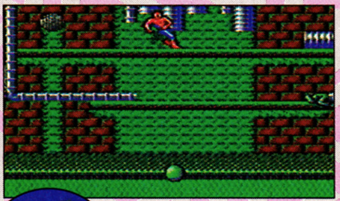
These guys are fairly easy to dispatch; the best way is a crouch-kick. But as you have plenty of webbing, you could string them up before punching them out. Human opponents will take five punches or three kicks, and canines two kicks.

Suddenly out of nowhere a fork-lift truck appears! Its intentions are clear, to make you into spider-jam! Fortunately the driver is a wimp and soon runs off after a quick display of your obvious arachnid superiority.

The first thing to do on sighting the Doc is to pause the game and take a photo. If you don't, you won't get paid and consequently will not be able to afford webs for the next round, so don't forget!

Watch out for his telescopic arms as they are a real life-drainer! The best way to defeat him is to advance on him whilst throwing a barrage of webs, thus tangling up his arms. When you are nose-to-nose, a combination of webs (to keep his arms locked) and head-punches, soon has him spilling the beans. (And giving you the first of your five keys!)

LEVEL 3
(The City Sewers)



The main thing to watch for is being pushed over a trapdoor by a lizard-dude. This results in a fall into the dank depths which you will find extremely hard to return back from.

Defeating the Lizard is a matter of technique, and may take a large portion of your already dwindling web-material. Take a snapshot then web him up. He quickly escapes from your sticky ejections so, once again, keep up the volleys. We found crouch-kicks most effective against him as they keep you far enough out of range of that deadly tail.

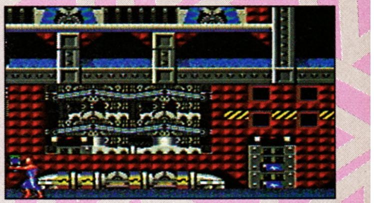
The Lizard doesn't have his key on him and a search is necessary to find it. It's located in a pit on the far right of the ground floor. This place is a real lethal zone so be careful. Bats are waiting to sap your strength and many Spideys lie rotting here.

The key is above the top platform, but you'll fall straight past it unless you have extremely quick reactions. Grab the key and swing to the ladder. This is your only means of escape and at the top a quick jump will have you back at home recuperating lost energy.

LEVEL 4
(The Power Station)

Level four is the home of Electro. In order to progress to the upper levels, a series of switches must be thrown, otherwise any attempts to travel upwards results in your instant demise. Using the amulet will place you back at the start of this level, although your time limit is always shortening.

The bats can be killed although it takes a good shot with a punch or combination of web and punch to get rid of them.



There's also a couple of itchy trigger-fingered guards patrolling the premises who delight in plugging you full of lead, so watch out for their ugly mugs.

The switches you must find are rather elusive, but the first is right in front of your nose. To deactivate the shield blocking your way, punch the blue thing right in front of you when you start the level. These are what you've got to find!

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QUESTION 1	QUESTION 2	QUESTION 3
A ■	A ■	A ■
B ■	B ■	B ■
C ■	C ■	C ■

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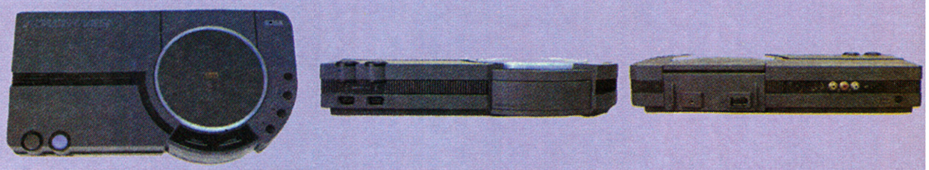

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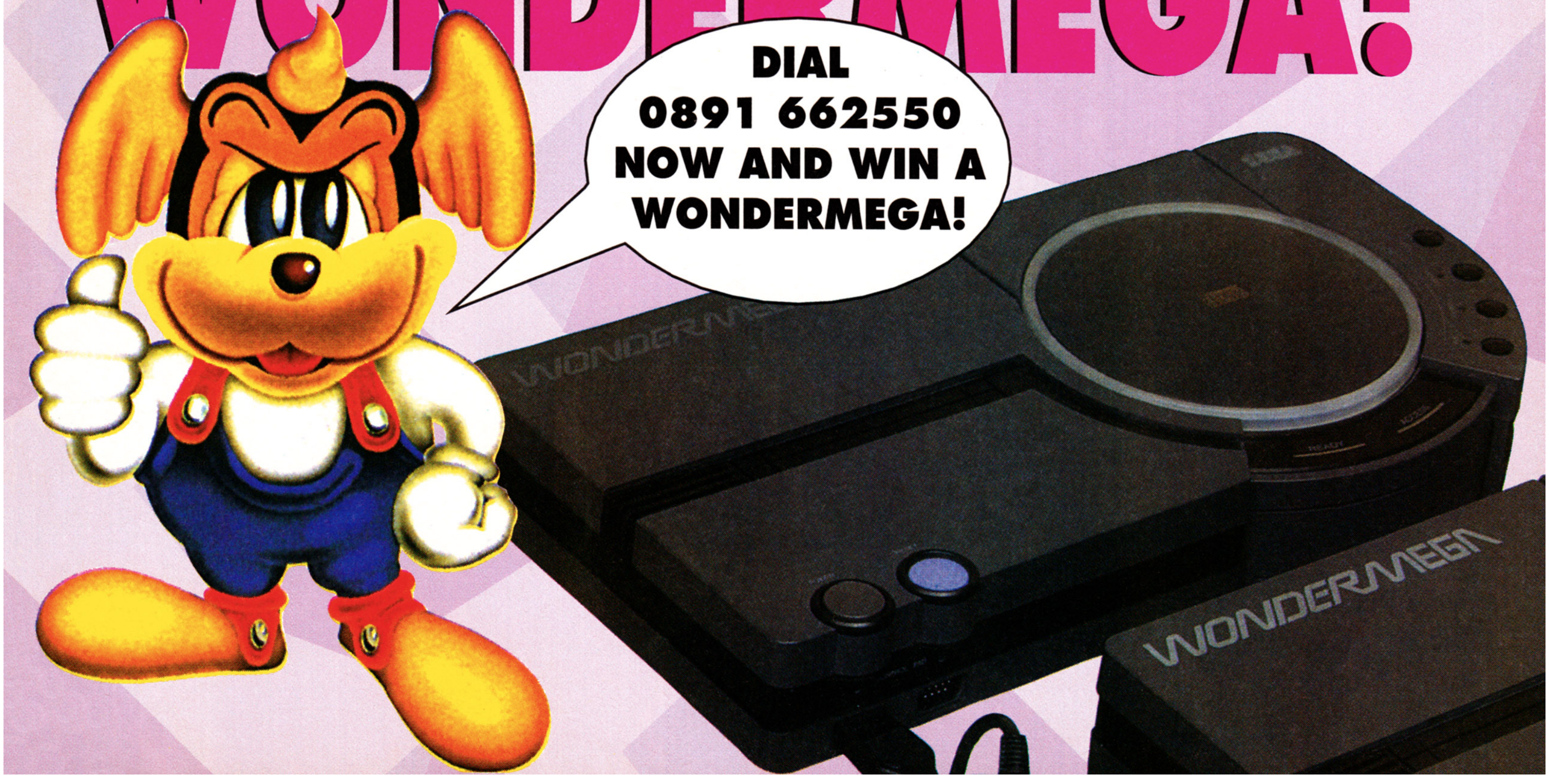
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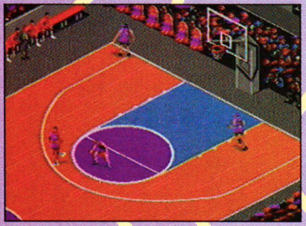

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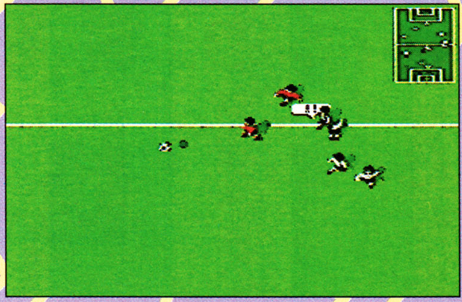

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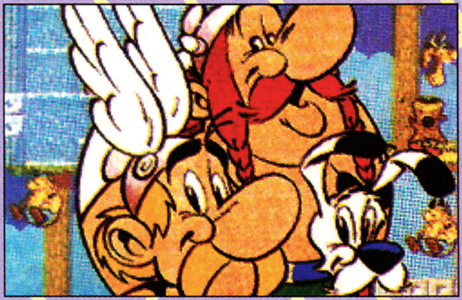

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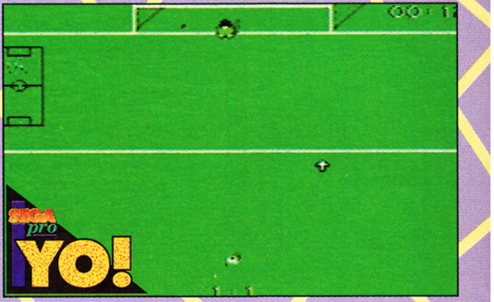

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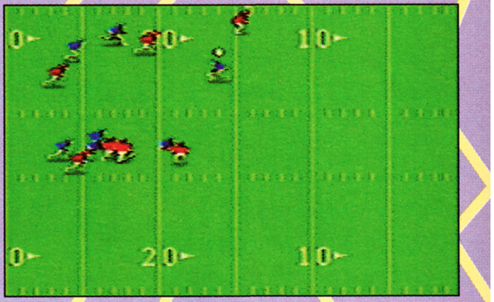

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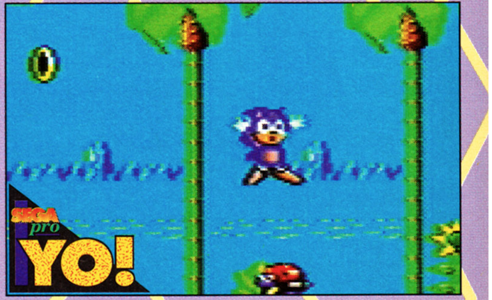

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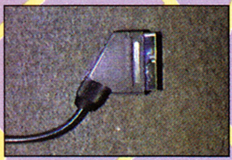

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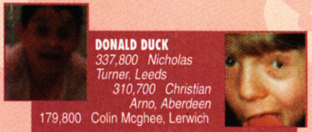

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CLUTCH HITTER

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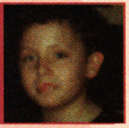

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898,542 Andrew Foot, Cardiff

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106,400 Chris McDermott, Gleneagles
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6.2 Adam Gray, Preston

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72,750	Daniel Ellis, Truro

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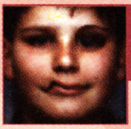

ZILLION 2
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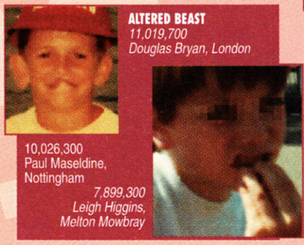

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215,850,800	Daniel Creser, Barton
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61-4 (Can vs UK)	Sean Spratling, Gloucester

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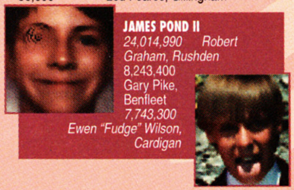

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8,243,400
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235.5	Joe Colledge, Durham
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311.5	Douglas Hawes, Middlesex
225.5	Nigel Webster, Blackwood

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6,832,580	Nigel Parker, Keighley
4,144,640	Antony McEwan, Ross-Shire

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26,124,960	Nicholas Chevin, Swadlincote

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802,250 (orig)	Nigel Parker, Keighley
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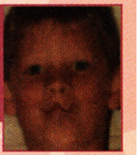

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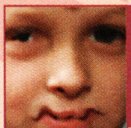

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TOEJAM & EARL

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And take these games on holiday with you... Gadget Twins, Krusty's Funhouse, Lemmings, Jesse Ventura Wrestling, Thunder Storm, Top Pro Golf, Splatterhouse 2, Grand Slam, Royal Blood, Thunder Force IV, Ferrari Formula One (same game as F-1 Hero!), and many, many more. Plus, next month we have one of those extra special gifts that everyone else thought of doing, but couldn't afford to do.

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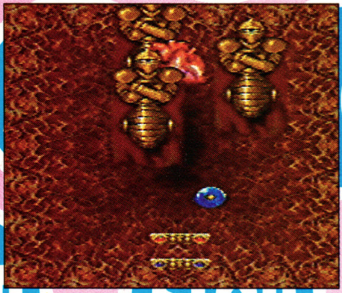
THE BIG GAMES BUSTED EVERY MONTH

WARNING! FINISHED GAME SCREENS

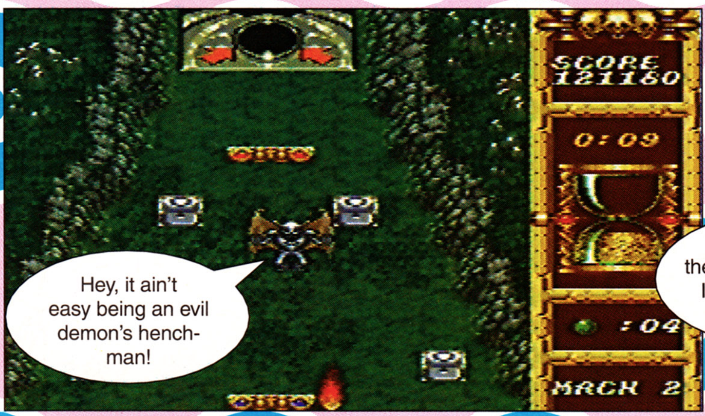
BAD OMEN

MEGA DRIVE

Entitled *Devilish* on the Game Gear, *Bad Omen* retells, on the Mega Drive, the unhappy tale of a prince and princess cruelly transformed into stone paddles. To regain their human form, they must bounce the alien blue orb through seven steaming levels, and finally confront the evil Demon "Y". The Demon has several generals, who stand in wait as guardians of each level, and only the true of heart will overcome these staggering odds. Adventures galore await you and your girly in this updated *Break-Out* clone!



The final guardian is surrounded by three minders. Getting the sphere between them is no mean feat in itself, but is possible!


SCORE 121160
0:09
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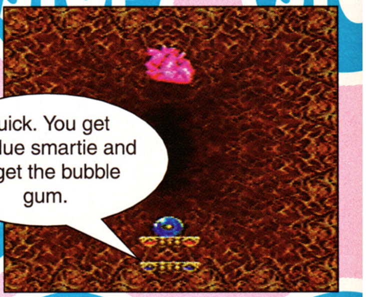
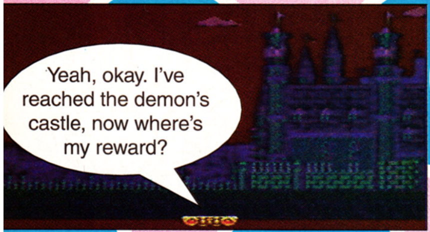
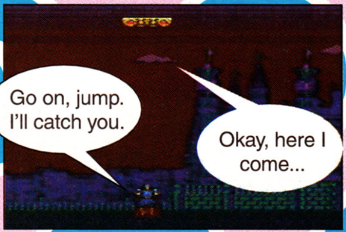
MACH 2
Hey, it ain't easy being an evil demon's henchman!

Trash him and his bodyguards fall. The bottomless pit awaits his spongieform carcass, but the fighting ain't over yet!


Quick. You get the blue smartie and I'll get the bubble gum.

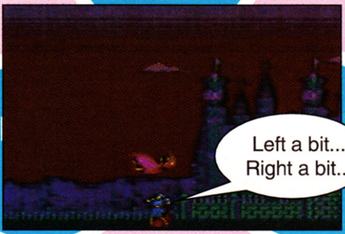

Yeah, okay. I've reached the demon's castle, now where's my reward?

Rising into the air, the lovely Princess begins the metamorphosis, returning to her previous lovable self. Don't you just hate it when that happens!

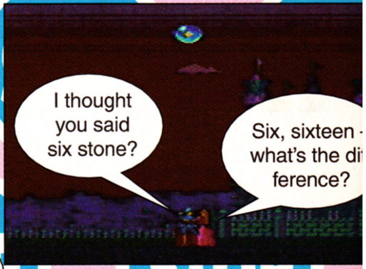

Go on, jump. I'll catch you.
Okay, here I come...

The Prince, having been altered offscreen, sees his beloved high up in the sky, and arms outstretched awaits her fall!

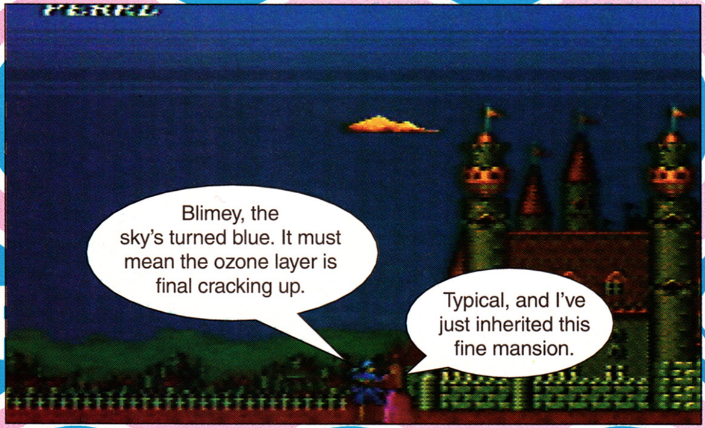
Once he's dead, you must get the sphere into the exit. Time is extremely short at this juncture, so get hasty, people!

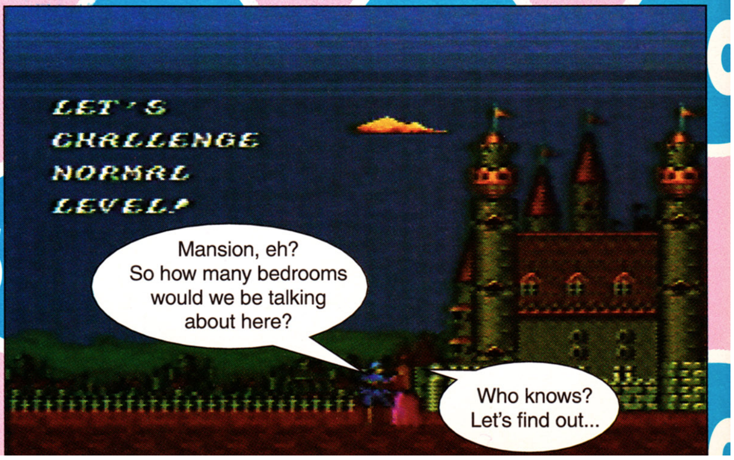

Left a bit... Right a bit...

She falls from the skies. Have you got the strength? Did you have Weetabix?


I thought you said six stone?
Six, sixteen – what's the di ference?

Our heroine is back to normal – apart from the alien eggs brooding inside her stomach... Happy ever after? No chance!


Blimey, the sky's turned blue. It must mean the ozone layer is final cracking up.
Typical, and I've just inherited this fine mansion.


LET'S CHALLENGE NORMAL LEVEL!
Mansion, eh? So how many bedrooms would we be talking about here?
Who knows? Let's find out...

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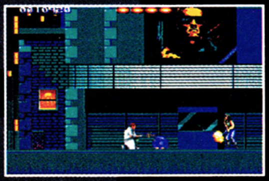

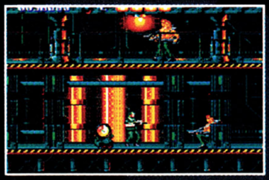

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